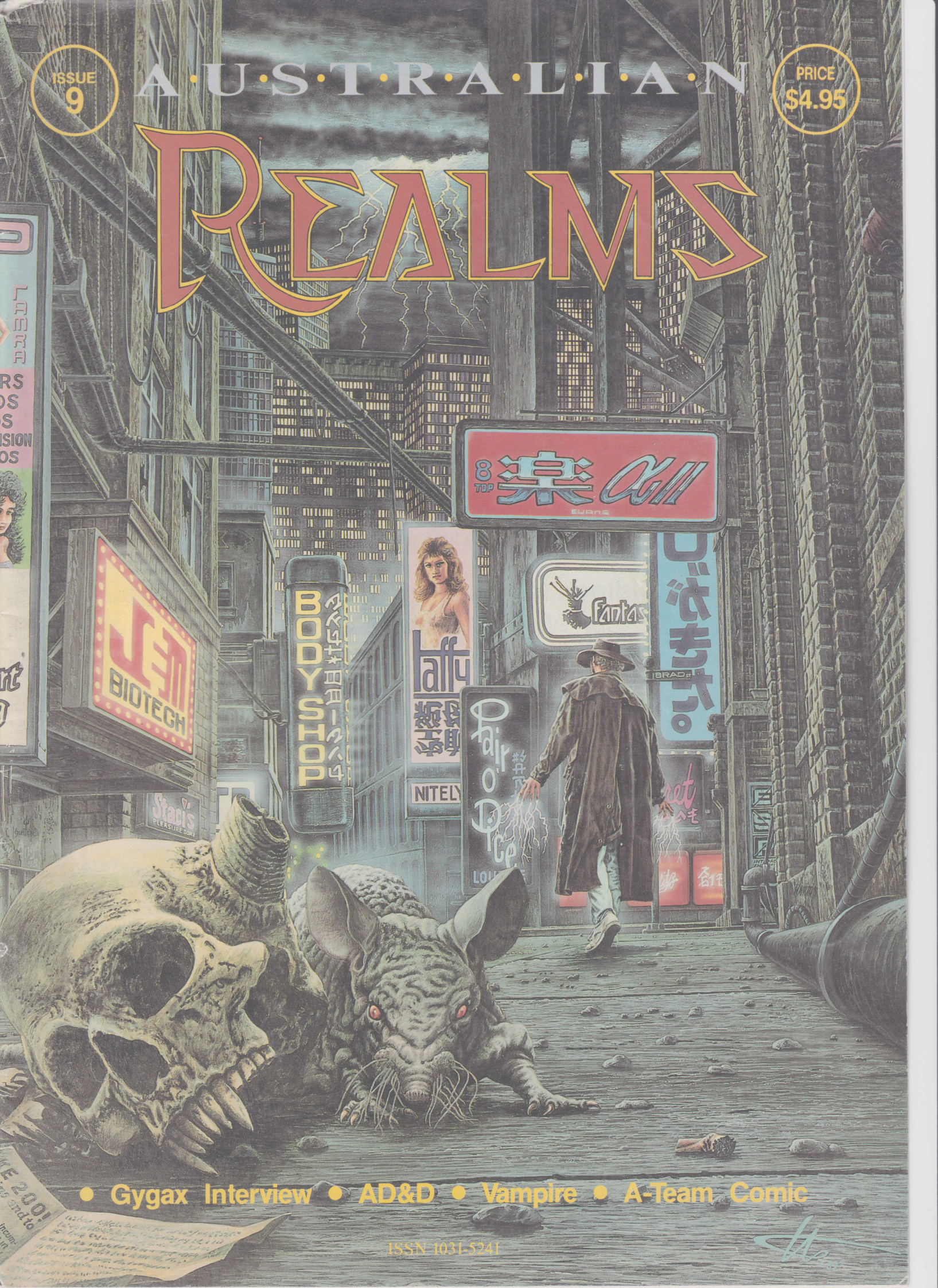


ISSUE
9

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"Another year over, another just begun" - John Lennon

Australian Realms is entering the New Year with big plans. We have made a resolution to continue delivering more of what *you* want. And boy, did we have fun trying to cram everything into this first issue for 1993. In fact we had to let out the belt a notch or two and expand to 44 pages to get everything to fit!

So what's inside? We have two scenarios - AD&D & Shadowrun - we start our coverage of Vampire with the debut of a new staff writer, Marianne Payne, there's Gary Gygax, an original comic strip, several informative feature articles, more LRP and PBM news, and a new chat column - Lip Service. And that's only the beginning for 1993. Next issue Mr Gygax writes for us, we introduce our book review column and there's more Unae material in store.

What more can I say, to coin a phrase...

"The future's so bright, we'll have to wear shades!"

Nick Leaning

Nick Leaning
Editor



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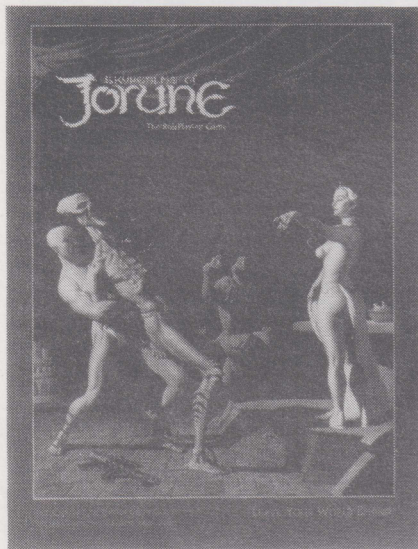
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Reviews

SKYREALMS OF JORUNE 3RD EDITION

Fantasy RPG by Chessex

Reviewed by Adam Whitt



Lets be honest, reading rulebooks can be a very dull affair, a chore for the referee and something a large majority of players will never enter into. Well, "Skyrealms of Jorune" is a refreshing change to this trend. From the classy Miles Teves cover to the last page of the extremely necessary Glossary there is a genuine sense of enjoyment reading this unique game system. "Skyrealms" is steeped in the exotic creative juices of its writers and keeps you interested at every turn of the page - what morsel of innovation will they serve up next.

Yes, the game is ages old, but hey it was ahead of its time! The 'storyteller' genre currently being made popular by White Wolf is, in my opinion, largely inspired by the work of Andrew Leker and the staff at Chessex.

"Skyrealms of Jorune" is set in the far future on a colony world where time and circumstance have eroded the technological advances of humankind. The planet is home to several races - bio-genetically manufactured subraces of humanity, the *Children of Iscin*, and several alien life forms. They cohabit the world in uneasy harmony.

The planet is laced with a crystalline mineral that permeates everything with an ambient energy (isho) which pretty much equates to 'magic'. The great charm of the game emanates

from this mixing of the old with the new, fantasy and science fiction; familiar and totally alien elements side by side, and the whole seamlessly stitched together by an elegant rules system. Jorune is *the* gothic fantasy setting with energy weapons!

The core rules system is mature - thorough coverage is given to all the role playing, combat, skills and equipment facets of the game without the distracting over-elaboration of some other games. The set-out is simple to follow and laced with enough background material to gradually assimilate the 'feel' of a Skyrealms campaign as you learn. And there is some great advice in here as well - any rules system that tells players "Don't forget to treat your Scholari (referee) to a pizza from time to time" has got to be a winner!

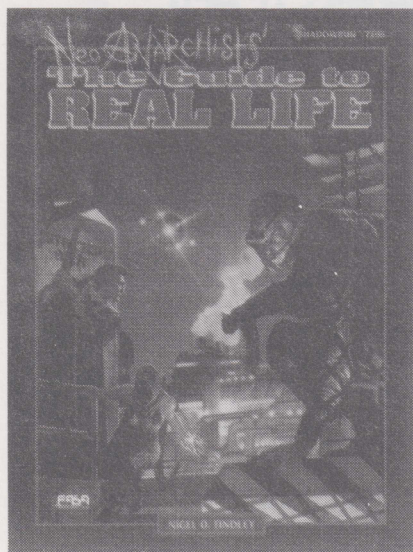
The one thing likely to daunt a lot of players is the large vocabulary the game introduces to name and describe all the nuances of it's own inventiveness - the races, customs, geography, tech, isho, flora and fauna of Jorune. The rulebook encourages the referee to teach the game, the world and its large vocabulary to players 'in session' by having them explore Jorune as initiates and thereby gradually learn its mysteries. Try it...

... "Leave your world behind"

NEO-ANARCHISTS' The Guide To Real Life

Shadowrun Source Book by FASA
RRP \$35.00

Reviewed by Malcolm Adler



For the many gamers who play FASA's Shadowrun RPG the setting can sometimes be daunting, especially for those who aren't clued up to, or comfortable with the dark future portrayed. The kind of knowledge needed to confidently answer questions asked about security systems, accommodation and more is beyond the scope of the average referee to deal with unless he has thorough backup sources that inform him about the setting.

To solve this problem FASA has released the "Neo Anarchists' Guide to Real Life". This latest source book covers topics from Arms to Travel, from the Matrix to Fashion and many other relevant areas in between. The various essays included cover many everyday situations which can become problems due to player questions and a lack of referee knowledge regarding the latest in 2053AD.

For example, a quick summary of some sections follows. Security devices and likely responses to one being triggered. The Travel section deals with how, how much it will cost and how long it will take to get somewhere else (talking trans-global). The Arms section details ten new weapons. Fashion is a very important area and gives definitive tips on style and the do's and don'ts of what to wear and when - such as the consequences of wearing armour to the best restaurant in town. Health details Doc Wagon, how the emergency response medical service runs and its history. Another section

gives details for 'coffin' accommodation, the cheapest form of hotel security. Also included are sections covering Security II & III, Food, Toys, Matrix, Cash and rules for all new systems introduced. It is important to point out to longtime Shadowrunners that this book contains some of the information that first appeared in the Sprawl Sites sourcebook (now out of print).

Art-wise, I can only say that I still believe FASA needs to get some other artists involved here with their games. Although the colour plates are quite good, the black and white illustrations in my opinion are disappointing - the dark gloomy atmosphere of the game is not adequately supported by the graphics. I believe the Shadowrun artwork generally has cost the game some popularity; the opportunity to supply evocative illustrations that inspire game play has been missed by the current stable of artists.

Overall, I would have to say this book is useful for anyone who loves Shadowrun but hates the pulp novels and other rubbish spewed out into the market. If you habitually avoid cyber-novel refuse and therefore are to a degree ignorant of the genre setting you need this book. Otherwise you don't. Should you buy everything released for the game in any case, you won't be disappointed. Not a 'must have' but most definitely useful.

More data than you can shake a chip at.

CHROME BOOK 2

Cyberpunk Style Guide Vol. 2

by R.Talsorian Games

Reviewed by Adam Whitt



The word out on the streets is if you wanna keep your 'cred' you gotta stop diluting your cyberpunk with elves and play *Cyberpunk*. This latest release by R.Talsorian Games for their game with attitude is for the hard core cyber fan who takes his chromium plated neural plugs seriously. This book caters for the gamer who wants ecnology that fits like a second skin - literally! The Subdermal Armour has to be worn to be believed.

"Chrome Book 2 - The Cyberpunk Style Guide Volume 2" (must find an acronym for that title, quick!) is a warehouse, arsenal, laboratory, and fashion shop full of new hard wear, software, cyberware, ordnance and fashion gear to transform the average punk into anything he dreams of being. There is even a section on 'Exotics' where you be 'bio-sculpted' into a new persona, complete with behavioural models - anyone want to be 'Playbeing' of 1993?

Production quality is usual R.Talsorian standard, functional without being overly exciting. The cover is a mixture of wicked pun and sex appeal and looks a lot better than the mixed bag of art lurking inside. But what the book lacks in graphics it more than makes up for in colourful text laced with black humour.

Will the future street kids really be sporting grenade launching knuckles? Will our corporate offices defend their secrets with vibrating windows? Who knows, but its a hell of a lot of fun to speculate, and this book has got it all in six lurid sections - Cyberware, Equipment, Weapons, Teams, Full Body Replacement, Vehicles and Exotics.

Armed with this catalogue of incredible goodies your players will be going under the knife to augment themselves with everything from a luminescent Kills Display to ward of the unwary, to synthetic musculature and fibre optic nervous system. To heck with the humanity Points, who cares about your state of mind when you look this lethal! I must admit, my favourite 'warez' were the guns - the Rhine Metal EMG 85 Kinetic Rail Gun is a mammoth pop gun, limited to military personnel and Nearly Impossible to buy on the black market, but what's the bet ya psycho players are gonna get one sooner or later. Bad guys beware.

Overall, "Chrome Book 2" is grab bag of all the best and worst in the genre; over the top tech with no room for game balance, but more fun than you can poke a "King Buck" Multi-Magnum at. Recommended.

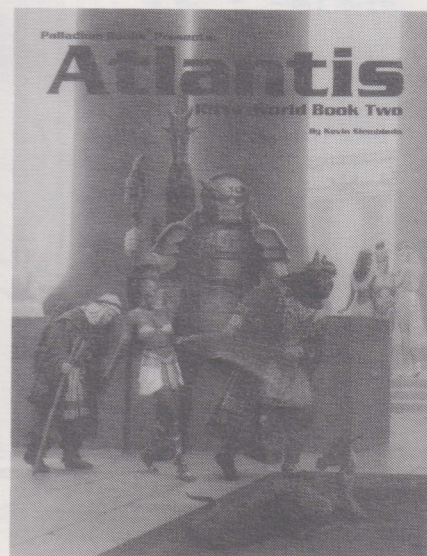
ATLANTIS

Rifts Sourcebook

by Palladium Books

RRP \$37.00

Reviewed by Colin Taber



This second world source book by Kevin Siembieda of Palladium is yet another large injection of background and vitality into the company's Rifts™ RPG.

Atlantis comes with a very good cover by Keith Parkinson which sets expectations high for the interior. The text is typical Siembieda, often good occasionally dull, perhaps this is a reflection upon the lack of graphic work and type setting used inside. The text is presented in a bland way, therefore the text itself has to do all the hard work and in my opinion it doesn't always make it. While it is interesting, it is not always brilliant, many innovative aspects are described but the approach is often dry and therefore hard to get excited about. To be fair, this is not a failing, its just one thing that could have perhaps been better (in my opinion should be better). I would think that all Rifts™ players and referees will be quite happy with the work.

The actual text deals with the returned continent of Atlantis and its environs. The history, populations terrain and more is covered in a very thorough examination of the land and its cultures. The history of the continent makes a good, interesting read which sees the True Atlanteans destroy themselves and their culture causing the continent to disappear in a new unstable dimensional rift. This section is by far the best in the book in my opinion, though others

will find the bio-wizardry section more to their liking I would think.

Other major facets of the book deal with the Splugorth, an alien race who conquered Atlantis and are now its rulers. This is a very evil race who use powerful bio-wizardry to dominate the continent. These aliens are completely disgusting, and will make powerful foes.

Other new races are detailed as well, in fact over a dozen, such as the True Atlanteans, Tattooed Men, Adarok, Zembahk and the Undead Slayers. The book covers a variety of other areas such as Rune Magic - including new rune weapons, The city of dragons, tattoo magic, stone magic and more. The new rune weapons covered number in the dozens, many of them unique or bizarre. To Rifts readers this will be a treasure trove.

While the book is not necessary (what source book is?) players and referees alike of the Rifts™ game should be satisfied. Many readers will find exciting new sections of background or rules, the main focuses of interest are bound to be the Atlanteans history, the Splugorth, Bio-wizardry or the rune weapons and magic section, depending upon your taste.

The book makes interesting reading, presenting a new, hazardous and very deadly area to play in with plenty of role playing ideas and opportunities.

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Style over substance
Attitude is everything
Always take it to the Edge
Break the Rules



Death in Thvatta

A Solo Assassin AD&D Scenario written by Andrew Daniels & Nick Eastaugh

The Old Man raised his eyes and read the younger man's face. "You doubt you can accomplish it?"

The assassin smiled, regaining his composure. "It can't be done." He turned to leave but halted at the sound of clinking metal spilling across the hardwood. He turned in curiosity to see several 1000 mark discs scattered across the table. A King's ransom, this was madness, not even the death of the Arch Duke would command such a price.

"You must kill him before the moon reaches its zenith. Three days."

The warrior sat in the chair opposite, stacking the coins neatly. "You cannot kill a mage."

The Old Man tittered, pulling forward a small casket. "With this you can." Inside lay a jewelled knife, the blade glinting red in the fading firelight. "A Heart Knife."

The warrior gingerly took the knife, wary of its magic. The Old Man spoke softly, suddenly very calm, very serious. "Remove the heart with that and bring it to me."

So what's the story then?

An assassin has been hired by a Mage to enter a prison and kill another Mage, bringing back the victim's heart as proof. Simple, huh? Not quite.

How to Run this Scenario

Death in Thvatta is designed to be a single player assassin scenario. It can be played using the pre-generated character (Heathdane) or the player can develop his own. A second pre-generated PC/NPC (Dankworm) is provided to help the referee prod the player in the right direction, or to make the scenario suit a two player group.

Two generic NPC types exist inside Thvatta - Guards and Prisoners. In general, the guards should be run as lethargic, indifferent to the cares and problems of the inmates. As long as they are not directly threatened, the guards view their job as one of containment, and the fewer living prisoners there are, the easier things become for them. The prisoners, however, are much more varied in their motivations, and more likely to interact with the player. Heathdane's reputation will mean that he will be an object of wary curiosity, some may even guess why he is 'inside' and seek to help or hinder him depending on how they can turn this to their own advantage. Karlamar's best assassin is unlikely to linger

within the rotting confines of Thvatta, the other crims will know this and want to come along with Heathdane when he attempts his escape.

The Plot line

Murder in the Dark

1. This option appears easier, but in fact has its problems. Heathdane does not know where his victim is housed. Moving around unobserved in a prison is going to be difficult.
2. Begin the adventure at dusk, with the player located beside the moat.
3. Explore outer perimeter. Find easiest point of entry and proceed.
4. Once inside, Heathdane will be constantly harried by the prison security ie guards, dogs and crims looking to buy privileges by selling him out. Keep the player moving and harassed.
5. Remember Heathdane has no friends inside the prison. Any assistance will have to be paid for somehow.

Or... Its a Lag's Life For Me

1. This option carries the bigger role playing challenge and ultimately will be more rewarding.
2. Heathdane gets convicted on a minor charge (Karlamar justice is swift) and arrives at dusk on Day One chained in the bowels of a rowed launch. He will be taken into Thvatta via the front gate unchained, stripped, searched, deloused and given a rough time (unless he has managed to bribe the duty officer, in any case Heathdane will have to make some sort of arrangement or have some of his gear smuggled in - specially the Heart Knife).
3. Next Heathdane is taken to a cell where he meets his cell mates.
4. In the morning, the traditional prison routine has Heathdane shoved into the muster yard where he can meet the general prison population and take a beating from the inmates wanting to establish the pecking order.
5. Heathdane may try to join a working party - this offers the best way to move around the prison.
6. From here on, the player is on his own. he has to locate his mark, do the deed then escape.



Unae's Ugliest Moment!

Unae is not a world of pretty high fantasy. We are talking about the grim, dark realities of a fantasy mediaeval world where pain and suffering are real

and life is constantly in jeopardy. In this grisly world, there are many places of filthy despair, but none so down at heel as Karlamar.

Karlamar

Squatting morosely amongst the poisonous swamps of the Kalais Delta is the city of Karlamar. Popularly thought to be cursed, it is avoided by all with a choice in the matter. For those who lack that choice, life in Karlamar is a constant struggle against the elements and the cruel whims of man. Poisonous mists sweep the city, and its Overlords idly dispense their own distorted brand of justice to its sorry citizens.

Once one of the larger trading centres Unae has seen, Karlamar has since crumbled to little more than a backwater as its very lifeblood choked it to death. The mighty Kalais, main artery of Burvoy, has dumped its turgid cargo around the city's walls, depositing a massive silt delta, swamps that have gradually diverted the world's trade routes around and away from Karlamar's ports. But the city will not be completely forgotten. It still keeps a heavy lidded eye on the sea routes to the Heletian League states to the north, and its dour inhabitants continually dredge open channels through the fens keeping a passage open to Tyon and inner Burvoy.

The city is officially under the rule of Arch Duke Angrine III, Lord of the Marches. The Duke has plans to resurrect the city to its former prosperity, and few dare stand in the way of this ultimate pragmatist.

Karlamar is also the home of a large chapter of the Burvoy paladins (see Issue 8 for details). They act as Karlamar's conscience and police force; they have, however, slowly succumbed to the city's corrupting influences.

Little else of the city needs to be mentioned here except to briefly describe the Marshes. Covering the area of the river's wide estuary, the Marshes are a fetid stew of swamp, fen and bogs inhabited by things best left alone. Each day its mists roll and writhe to cover the city and its immediate environs. Although not actually poisonous, its acrid odour is extremely unpleasant and forces the citizens of the city to walk abroad with mouth and nose coverings. The more peculiar property of the mist is its dampening effect on the sources of magical power. Magic is rare in Karlamar and those who use it must pay a fearful price for they must tap into their own life force leaving themselves weakened and exhausted. The key to

magical power is life force and in order to avoid complete debilitation users of magic must find a life force to renew themselves. This involves darkly disturbing practises that the Paladins have outlawed. Magic is not openly used in Karlamar.

Thvatta is for the Dregs

Two leagues north east of the city lies a prison - Thvatta. It hunkers on an island surrounded by a wretched moat. Inside the moat a tangle of tregarl roots form an impenetrable thorny curtain. The prison itself is built from the mottled grey stones of a ruined abbey and its walls have become rusty with the putrid slimes, mosses and lichens of the fetid swamp. Cold mists seep across its cheerless courtyards.

Originally built to house debtors and malcontents, the prison has expanded to cater for all the degenerate life of Karlamar and houses those the corrupt authorities choose to dislike. Sentences are usually for the term of the accused's natural life or until they can raise the collateral to buy their way out. Karlamar has no court of appeal.

Tips on Running A Prison

If the referee follows these tips and hints he/she will be able to convey the grinding routine of a genuine prison.

Inmate Routine:

- Unlock - Dawn, approximately 0430 to 0500
- Muster - Gather outside the cells, face against the wall whilst everyone is counted and the cells are checked.
- Food - receive the day's meagre rations.
- Work - working parties are assembled, the remainder are sent to a common yard to waste away the day.
- Lockup - the reverse procedure occurs at sundown, 1730 to 1800

Officers Routine

- Muster - in main hall.
- Three shifts - 0700 to 1500
1500 to 2300
2300 to 0700
- Keys issued and guards move to allocated areas.

Prison guards should be played as lethargic and disinterested in what is going on around them. They are very prone to bribes, but will not allow escapes as the governor will replace any drops in his muster with those he holds responsible. Any prisoner providing a reasonable excuse, however, will have little difficulty moving around inside the prison.

Based on a full muster of around 400 inmates there will be 60 guards per shift allocated as follows - each wing of the prison has four guards, two remain in guard rooms and four more patrol

the corridors. Each work detail has guards - Kitchens (2), Gardens (2), Hospital (2), Perimeter (2), Front Gate (4), Reception (4), Cleaning (2).

Prison officers wear a leather tunic (AC 7) and large blue overcoat. They are armed with a long club which they always carry ready to use (1d4).



Dramatis Personae

Heathdane

LVL 9 CLASS Rogue (assassin) HD 9 HP 45 THAC0 16. S 14 I 13 W 11 D 17 Co 15 Ch 12. Gear: Ring of Regeneration, Heart Knife, +2 sword (keen blade, non-magic), amulet of protection from poison & sleep.

Background: Born of farming stock in Eastern Burvoy, as a child he was driven from his home by Ogrish incursions. He gravitated to Tyon and since then has lived in a number of urban centres including a stint in the household guard of M. Wessel, the Lord Lieutenant of Qebelle where he learnt much of his trade as a swordsman. It was also during this service that he was approached by the followers of the Horned God and recruited to that secret society. They taught him the dark secrets of what has become his trade - hired killer. Eventually he found his way to Karlamar, the decaying city sore of the Kalais Delta where he has plied his trade very successfully. Heathdane now has the reputation of top assassin in a town overflowing with killers.

Heathdane has done time in Thvatta, how long and why are left to the referee's imagination. It really depends on how much information about the inner workings of the prison that you want your player to begin the adventure with.

Currently in his late 20's, Heathdane is a little over 6ft tall, athletic build, and ordinary looking. He tends to favour dark clothing of his profession.

The Authorities

The prison authorities have no compassion for their wards. Generally speaking, they all consider themselves to have drawn the short straw when it came to divvying out Karlamar's civic offices and they are very poorly motivated.

The Governor

Governor Marat D'Maul looks like he has been subjected to some bloating disease and he hates anyone looking at him because of it. To make matters worse, half his face has been cut away to the cheekbone by the attack of a jeckel (see Monster Gallery) making him look truly hideous. Marat is a sadistic, psychotic killer who spends

much of his time in the punishment cells administering his own warped sense of fun.

Chief of Security

Ormand D'Ville is a thin stick of a man who lives for the rigid routine and regimentation of the prison. He is left by Governor Marat to run the place. It is rumoured that he also runs the black market economy that is rife in the prison. He is frequently seen inspecting the prison and is feared by guards and prisoners alike.

Sergeants of the Guard

Leo Spen-Hecker is a hulk of a man. Ormand's favourite, he is renowned for divvying out on the spot punishments without crime. His current favourite trick is to get the inmate to squat for hours with arms outstretched. If the inmate fails (always), he is placed in solitary.

Neastor is the norm in Thvatta; sullen, tired, fed up with the endless grind and will do anything to avoid extra work. He tends to work by the book as this is the path of least resistance. Not overly vindictive, he is not averse to giving a good kicking to alleviate the boredom.

Jean Tirney is a promotion seeking bastard. Jean will always adapt the position that he feels will most please his superiors and will meet out punishment to display his zeal. Fortunately, he is also a coward and can be frightened off by determined prisoners.

The Prisoners

Prison garb is grey sacking cloth, trousers and smock. Shoes are not issued but may be purchased through the thriving black market.

The Factions

The prison population in Thvatta, as in all such places has divided itself into a number of warring factions. Currently the dominant faction is the **Razorbacks**. This group is predominantly human, and is led by a murderous villain named Louis Skeriche. he is chiefly responsible for dragging those who follow his banner into a position of dominance over the **Flayers**, another mainly human faction (there are some orcs and ogres) that once ruled the yards. The two rival groups despise each other and will not tolerate enemy members entering their turf.

The third faction is the **Weasels**, composed of those that even Thvatta's underworld rejects. The Weasels consists largely of petty thieves, gutter scum, losers and the lowest of the low - elves. They have ganged together for protection and what little pull they can muster to make life bearable in the toughest environment in Unac.

The Movers and Shakers

The prisoners live a gruelling life of punishment, boredom and the threat of disease from the



unsanitary conditions of the prison. Only the strongest survive. And of these, some manage to gain a measure of power within the 'system'.

Louis Skeriche

Louis, the leader of the Razorbacks, is a huge man by any standards. He stands nearly seven feet tall and weighs in around 350lbs and sports the long mohawk haircut that is the faction's emblem. Where his nose once was, a foul indentation remains, a reminder of an arena battle he once fought. Whilst in the yards he wears a pair of hag-fish mandibles strapped to his forearms which he uses to disembowel anyone he feels needs discipline.

Le Thorne

Before Skeriche took the Razorbacks to prominence, the major players in the prison were the Flayers. Their current leader is Le Thorne, a dispossessed paladin who has become a cold, calculating killer in order to service the rigours of Thvatta. He wears a knee length dark grey frock coat and has his hair tied back in a pony tail. He carries a long sharpened piece of steal concealed beneath the coat. Thorne rarely speaks, and when he does his voice is a sibilant hiss that disconcerts the listener. He despises all the other inmates as beneath his class.

Geseric

The elven leader of the Weasels, Geseric is a survivor of many fights within the arena and has become almost insane with blood lust. He has been bludgeoned by humanity for so long that he constantly thirsts for revenge. He is violently emotional and has achieved notoriety for his terrible cruelty to his victims.

Anrill

Geseric is losing control of himself and the Weasels, his second in command, Anrill is fast usurping his position. Anrill has his fingers in many of the black market activities happening in the prison.



Cell Mates

Dankworm

LVL 8 CLASS Rogue HD 8 HP 38 THAC0 17. Heathdane will be buddied up with Dankworm, a small and twisted little creature of orkish blood who claims he is human. He is quick witted, opportunistic and completely amoral. He is convinced that his own well-being takes priority

over every other consideration. He is an old accomplice of Heathdane's having assisted him on Horned God business.

Marlick

Besides Dankworm, Heathdane has Marlick in his cell, a pathetic, lonely figure who was sentenced to ten years stir for blasphemy - taking Rosemaigne's name in vain (see issue 7). He has not come to terms with his predicament and tends to stay close to any available guards as the crims pick on him mercilessly. He currently works in the kitchen and may be able to get a good word in there for Heathdane if asked nicely.

Cogne

The third cellmate is Cogne, a garrulous, friendly old lag who appears harmless, quite content to talk to anyone who will listen. He is, however, an informant and will quickly pass on any plans Heathdane discusses openly in the cell.



Area Descriptions

The Prison

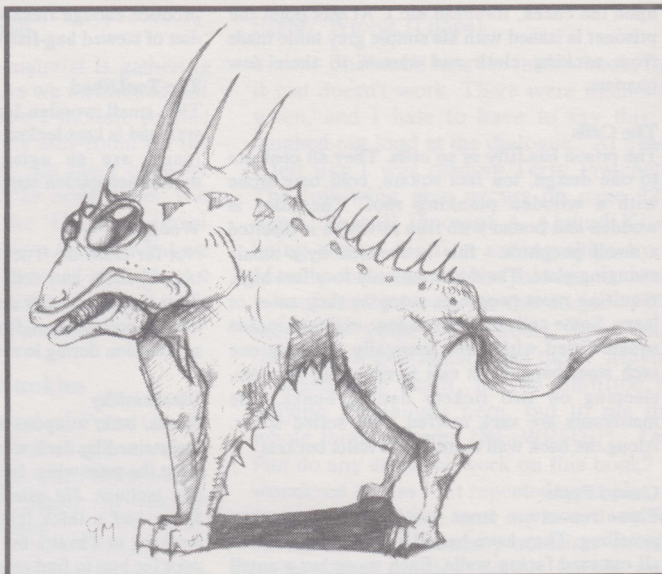
Thvatta prison is built from large blocks of stone quarried inland and transported to the site by the builders of an Abbey that used to stand on the site. All windows are barred, the roof is composed of shingles. These are decayed and crumbling and may present an avenue of entrance and exit from the main buildings.

The Perimeter

Thvatta is ringed by a filthy scum choked moat and within that, the island prison is surrounded by twin rows of impenetrable tangel, a thorny hedge peculiar to the region that sports spikes filled with a noxious sap which causes burning welts if it touches exposed flesh. 2d3 thorns causing 1d4 damage per thorn, save versus poison against additional 1d6 damage.

The Main Gate

The Gate House is the first thing all new arrivals see. It is made of the same dull grey stone of the rest of the prison but is kept in far better condition. This is mainly for appearances sake only; crowds often come to wait outside and beseech the governor to allow them to see their loved ones or at least pass in some comfits. This Marat allows and the guard enjoy the profits of the confiscated goods.



Admissions

Crossing the courtyard from the main gate, new inmates are faced with a huge set of plain wooden doors. A smaller door in the main doors creaks open to reveal a vast colonnaded hall. This hall was once ornately tiled, terracotta griffins entwine around the columns, but now, like everything else here, the glaze has rotted away. Here newcomers are mustered before the Governor and the rules and regulations of Thvatta are read out. This is also where the guards muster for each shift and receive their keys.

Waiting Room

After having the rules of Thvatta read to them, new inmates are led to a small, well furnished room to await initial placement interview. A prison clerk will attend to the prisoner, asking many questions pertaining to wealth and connections that may be used later to extort cash from the inmate in return for privileges.

Reception

In the centre of this hall two iron stairways descend into the darkened area of the Punishment Block. Muffled cries can be heard echoing up from below. Double doors stand open to the left and right giving an unobstructed view of the main cell blocks in each wing of the main building. These doors are locked during times of trouble.

The Search Room

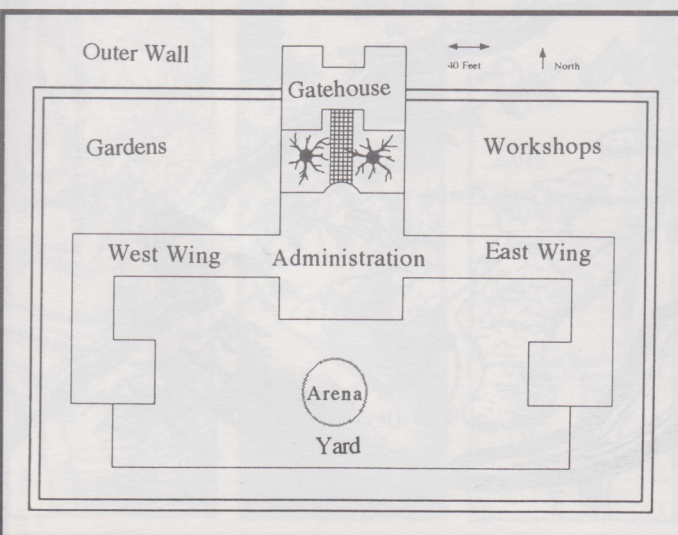
New inmates are brought to this room to be stripped and searched. Around its walls are long shelves filled with small boxes. Each box has a name scrawled on it. Once a prisoner is brought into this room, he is stripped and everything of little value is stored in these boxes. Valued items are taken away for 'safe storage' in the strong room - Governor Marat gets first pick. Those who leave the prison by the front entrance are rarely in a mood to quibble about a few minor valuables.

Delousing Room

Here the new inmate is shorn of all bodily hair, then washed in a mild antiseptic acid to remove any unwanted crawlies. About an hour is the time usually allowed for the screaming to die down and the last of the burning itch wears off in two to three days.

The Branding Room

In the centre of this room stands a small brazier with a selection of numbered branding irons. The prisoner's ID is then branded onto the back of his hand (although it has been known for the more difficult prisoners to be accidentally branded



upon the cheek, forehead etc.). At this point the prisoner is issued with his simple grey tunic made from sack cloth and shown to their new quarters.

The Cells

The prison has fifty or so cells. They all conform to one design, ten feet square, cold bare stone with a wooden planking roof. The door is wooden and bound with iron in which is inserted a small peephole - this is covered by a small swinging plate. The doors are only four feet high, requiring most people to stoop as they enter or leave. Some cells have a window, eighteen inches square fitted with three vertically standing one inch steel bars. Each cell houses four inmates, sleeping on two rickety double bunks. The mattresses are sack stuffed with soiled straw. Along the back wall there is two toilet buckets.

Guard Posts

These rooms are stone insulated with wooden panelling. They have barred viewing windows in all outward facing walls. Each room has a small fireplace with a pot of continually stewing brew over the burning faggots.

Kitchens

Two huge preparation tables stand in the centre of the room. On one side burn three huge fireplaces overhung with bubbling pots. A number of inmates work in this area during the day preparing the house specialty - stew. The cook is a rejected army cook called Fester who continually raves at his underlings, foaming at the mouth. Once done (or nearly at any rate) the food is loaded onto great wooden serving trolleys and wheeled into the prison proper to be dolled out to the prisoners and guards. Knives and forks are not provided. The kitchen is overrun with rats - some of these fall into the pots, they don't get out!

The Exercise Yards

The Yards are run completely by the prisoners. Each day after morning muster, the prisoners are locked inside the yards - a wide paved area between the two wings of the main prison building and the outer wall. No guard ventures within the yard confines although they can overlook it from the outer wall. Prisoners are mustered before being thrown in, and mustered again when released in the evening. The numbers, including corpses, must tally otherwise an escape is deemed to have been made and the alarm raised. This involves a complete search of the now empty yards as well as other areas. Often the jeckels (see **Kennels**) are released into the Yards to sniff out unwilling inmates. During the search all unlawful goods are confiscated and a randomly determined number of accomplices will be selected from the prison population for immediate hanging - after all, no-one escapes unaided!

The Arena

The Arena is nothing more than a circular hollowed out pit dug into the centre of the Yards by the prisoners. It is around 20ft diameter and when new inmates arrive they are thrown into the pit to fight each other for the chance to join one of the factions. The prisoners gather round to obscure the view of the guards patrolling the walls (they will ignore any such activity). These fights are not normally to the death, but any who do not show enough blood will be discarded by all factions and have to fend for themselves - they become 'fair game' for any prisoner who wants to brutalise them for their own amusement.

The Gardens

This is the favoured work detail of all the prison. Prisoners struggle with the infertile soil to

produce enough fresh vegetables to augment the diet of stewed hag-fish (see **Monster Gallery**).

The Tool Shed

This small wooden lean-to is against the outer wall and is kept locked except during work hours. Inside are an aging assortment of poorly maintained garden implements.

Woodpile

Not far from the Tool shed is a pile of twisted tangle roots and drift wood which is salvaged from the marshes by special work parties that go out to collect fuel for the prison under strict supervision during low tides.

Blacksmithy

Locks, bars, weapons and other metal wares are maintained by Jaek who runs the workshops that abut the west wing. Jaek is in his late fifties, thin and taciturn. He usually wears a grubby forge apron and a thick leather tool belt. Jaek hates working in Thvatta but realises his skills are too poor for him to find employ elsewhere.

The Kennels

The prison maintains a pack of jeckels (see **Monster Gallery** p10) to act as guard dogs and trackers (if a prisoner escapes into the swamp). These vicious dogs are allowed to roam the prison yards after 'lock-up' to discourage night wanderings.

The Kennels are in the north west corner of the prison and presided over by a filthy orc called Scabe. Short, fat and continually moist with sweat whatever the weather, Scabe is the only one who can properly control his beloved jeckels. His greatest thrill in life is to watch as his dogs bring down and shred a fleeing crim.

The Loft

Running the length of the main prison building (including both wings) is a loft, largely forgotten or ignored by the authorities. Guards only rarely inspect this area, and never linger as it is rumoured to contain a haunt (Ghost) of one of the monks who originally inhabited the Abbey.

The loft area is barely four feet high, runs the entire length of the building and is damp and dark. The boards are old and in places rotted, making exploration difficult as the risk of falling through is high.

Security Block

Beneath the main prison building are a series of very unpleasant catacombs which house the High

Security prisoners and the Punishment Block. Down here are the solitary confinement cells, cold stone bolt holes barely 3 feet square. Total silence is demanded, otherwise beatings ensue. Often, if the prisoner is showing resistance, cold water is swilled under the door of the cell at nightfall - in winter this freezes.

The catacombs are quite extensive and contain interrogation rooms, storage areas, armouries, cellars and a crypt. The catacombs border on the swamp itself and some of the older, disused passages have been known to contain the dreaded hag-fish.

The Gallows

Not far from Thvatta is a tall mound where all executions take place. This can be by hanging - usually slow strangulation, or by being placed in an iron cage to dangle until exposure and starvation do the trick.



Where is the Hit?

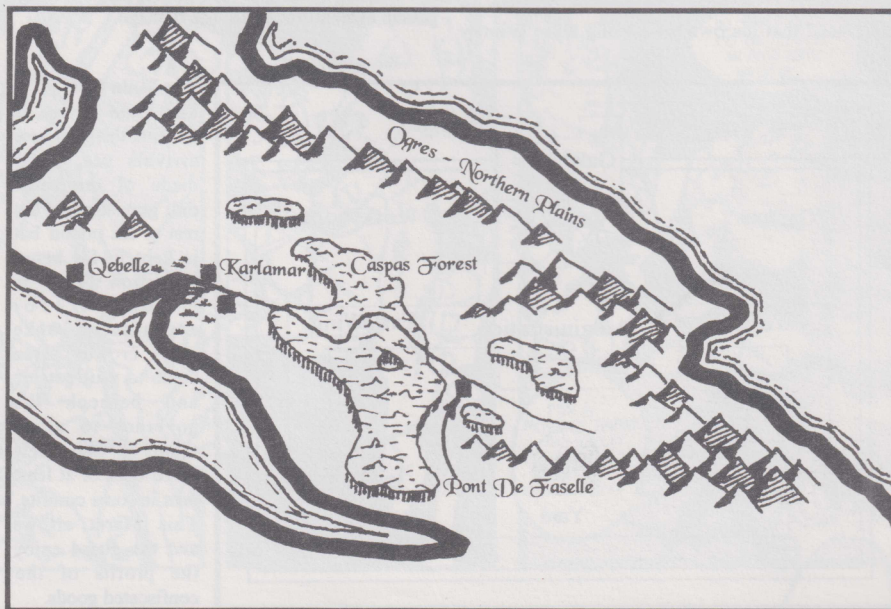
Heathdane is going to assume that his target will be well known within the prison. This is not the case. Nobody except Governor Marat and his Chief of Security, Ormand, known of the existence of prisoner X, or where he is held! This is not in the Security Block area as might be expected.

The Mage's Room

The Hit, a mage called **Betrand** is housed in a small cell sealed off from the rest of the east wing by a wall bricked across the main corridor. Entrance to this area is either via a staircase up from the Punishment Area, or else through the ceiling via the Loft.

Lying in state upon a bare pallet is a terribly thin man. he is naked, and upon his chest sits a large pulpy leech. Within its pallid skin, a dull red pulse can be faintly seen. The leech is an ensorceled creature which is used to drain away Bertand's 'life force' without killing him. The leech acts as a storage device for the magic essence of the wizard that can be used later or by another mage to cast spells.

Nothing can properly kill a mage as long as some of his life force lingers somewhere in Unae. The Heart Knife is especially enchanted



to cut the link between the mage and any source of his power that might remain hidden somewhere. If the leech is killed while still attached, the life force will ebb back into Bertrand and he will slowly revive.

If Bertrand does revive, he will be weak and incoherent, unable to defend himself for 1d6 hours. He was imprisoned here on the orders of Snead, Duke Angrine's chamberlain. Snead is using the mage leeches to suck away Bertrand's power for his own purposes. The Duke is unaware of this. The Old Man who hired Heathdane is a rival to Snead for the Duke's favours. He does not wish to unmask Snead, however, as they share the same secret - they are both users of magic in a city where magic is outlawed. Even if Heathdane succeeds he will earn more enemies than friends!



BURVOY

The Land

Most land south of the Kalais is farmed and well under Burvois control, it is here that the settlements are oldest. The area north of the Kalais but west of the forested areas is also held by the Burvois. The remaining plains to the north of the Kalais and east of the forested regions is still largely an Ogre dominion. While battles

occur on a vaguely regular basis, the Ogre towns and forts seem to be diminishing in size (according to the Burvois scouts, the *Arbohalae*. The brave Templars of Rosemaigne (the founding warrior-king and now god - see Issue #8) are slowly pushing the bulk of the Ogre population back into the mountains of the Heletian Spine.

The People

As mentioned last issue the Burvois are a largely independent and very homogeneous culture. Non-humans are looked upon at best with suspicion and caution, usually with loathing and at worst as works of the devil. While inhabitants of the ports at Tyon, Karlmar and Qebelle are more open minded, having dealt with non humans on occasion the rural population will be quite hostile, to the extent the authorities will not endeavour to stop or punish those intent on lynching "the Devilish Elves". The attitude to magic while similar, is not as hostile. Most people are curious but very cautious of wizards and will not look them in the eye when speaking to them (local lore states if you look a wizard in the eye he will cast magics over you).

The Climate

The coastal regions are quite mild, regular rainfall ensures good crops along the coast, some basins and the banks of the Kalais. The interior of the nation is warmer and rainfall less regular, once again farming on the banks of the Kalais is always a successful venture, but only the southern side of the river bank is held by the Burvois. Consequently in comparison to the western half of the nation little farming occurs here, what does is consumed in the

area and not traded. Part of the reason for this is the problems with trade routes, the Caspas Forests cannot be crossed and the Kalais river cannot be travelled upon where it passes through this evil forest (see 'The Forest #8').

The Politics

Burvoy is a feudal society, not as rigid as some but nonetheless it is still restrictive. Peasantry live upon large estates where shelter is provided by the lord, but in return they are worked to death farming his field for his profit. The average lifespan of a peasant is 35 years.

Burvoy deals a great deal with the states of the Heletian League to the north west of it and because of this Heletians (humans) are not a rare sight at the docks. These people are of a similar culture to the Burvois, but there are still many differences that both are quick to point out. Other than the Heletians the Burvois deal occasionally with the Prabesk of Medina (human-Arab) and only very occasionally have a non-human ship in (elves of Wair-Rae).

Adventure In Burvoy

There is much opportunity for adventure in Burvoy - from scouting out Ogre movements to helping or being an escaped peasant, homeless, nameless and penniless searching for a new life of adventure. To the intrigue of the ports, the cathedrals of Tyon, the cess pits of Karlamar and the Caspas Forest. Burvoy is a land with many moods. Much more awaits.

Paper Tiger Games Presents Gang City by Peter Mackay

Friday May 27th 1996 - 7:00 pm. The Bourke St Mall was packed with shoppers as Johnny's small patrol elbowed their way toward Swanson St. Four green recruits, two regulars, Johnny and Mojo, his second in command. Not much, really, if there were trouble.

Up ahead a scuffle erupted out of Bevilles as a group of emaciated-looking youths wearing black singlets and white bandannas burst from the store. As they took off across the mall shouts of *Stop! Thief!* rang out into the night air.

"Shit!!" said Johnny, "Skulls!!"

"And on our turf!" rejoined Mojo.

Johnny whipped the switchblade from the pocket of his leather jacket and snapped it open.

"O.K. boys," he said, "let's waste 'em."

Gang City is a play-by-mail game of street gang rivalry in near-future Australian cities. The game postulates a breakdown of law and order and the onset of urban chaos. Youth gangs roam the cities, fighting and dying over possession of "turf". Decent citizens are afraid to walk the streets at night and strong men band together for protection. What little law enforcement remains is provided by small groups of ex-soldiers and policemen who band together to form their own "law gangs" in an attempt to make the streets safe.

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MONSTER GALLERY



Jeckel

(*Carriion Hound*)

by Nick Eastaugh

Climate/Terrain: Any
Frequency: Common
Organisation: Pack
Diet: Carnivorous
Intelligence: Animal
Alignment: Neutral
Treasure: Nil
No. Appearing: 1 to 12
Armour Class: 4
Movement: 14"
Hit Dice: 3
Damage/Attack: 1d10, 1d6, 1d6
Special Attack: Bite causes disease
Special Defense: Nil
Magic Resistance: Normal
Size: M
Morale: Fanatic (17-18)
XP: 480

The jeckel is a massive hunting dog which has been specially bred down through the generations for its ferocity and tenacity. Once on track for a kill, nothing will prevent it hunting down its intended victim. Growing up to six feet in length, it is covered by a heavy dullish mangle, ranging in colour from black to a dull brown. It has spines down its back, large bulbous eyes and bushy tail. The jeckel has excellent night vision (treat as 60ft infravision).

Naturally, jeckels tend to hunt in packs, chasing and worrying their prey until it drops from exhaustion. The pack then moves in for the kill, tearing the victim to shreds. When alone, they are by nature cautious, tending to stay out of range from any healthy prey until it considers itself able to deal with the kill. The jeckel attacks by lunging, tearing chunks of exposed flesh and thereby weakening the prey until it is too weak to defend itself.

Jeckels will also scavenge for carrion and often pick up parasites and diseases which they carry without being infected themselves. The bite of a jeckel, if survived, will become infected and cause disease unless a saving throw versus poison is made.

The jeckel cannot be completely domesticated, but some experienced animal handlers have been known to keep them as guard dogs. When in packs they constantly bicker, whine, snap and snarl amongst themselves, this cacophonous activity makes them useless as pack animals for hunters and rangers who prefer to operate by stealth.

Hag-Fish

(*Gripper*)

by Andrew Daniels

Climate/Terrain: Wet, swampland
Frequency: Common
Organisation: Lone
Diet: Carnivorous
Intelligence: Animal
Alignment: Neutral
Treasure: Nil
No. Appearing: 1
Armour Class: 3
Movement: 12"/12"
Hit Dice: 6
THACO: 17
Damage/Attack: 2d8, 1d4
Special Attack: Save vs sleep poison
 Grip on 16 or better. Bend Bars to break free.
Special Defense: Nil
Magic Resistance: Normal
Size: L (10-12' long)
Morale: Steady (11 - 12)
XP: 1800

The hag-fish is a common inhabitant of the marshes around Karlmar on the Kalais River Delta west Burvoy. Amphibious, the beast likes to lay hidden within dark pools and bogs patiently waiting for its prey to move within striking distance. It then thrashes its body through the water with frightening speed (can lunge 20ft or more), gripping its victim with its huge mandibles. Tentacles around its mouth are equipped with tiny poisonous scillae which pierce the victim and inject it with an anaesthetising poison. The subdued victim is then dragged to the lair to be devoured at leisure.



NB: Readers contributions to the Monster Gallery are most welcome. Please send your creations to: Monster Gallery PO Box 220 Morley WA 6062.

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Epic Adventure and
Imperial Conquest*

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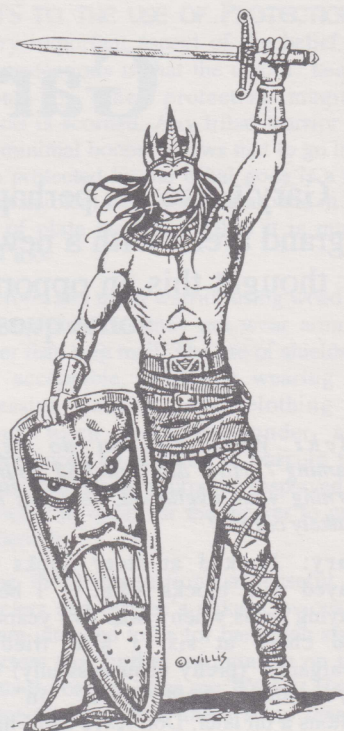
\$10.00

Each Turn

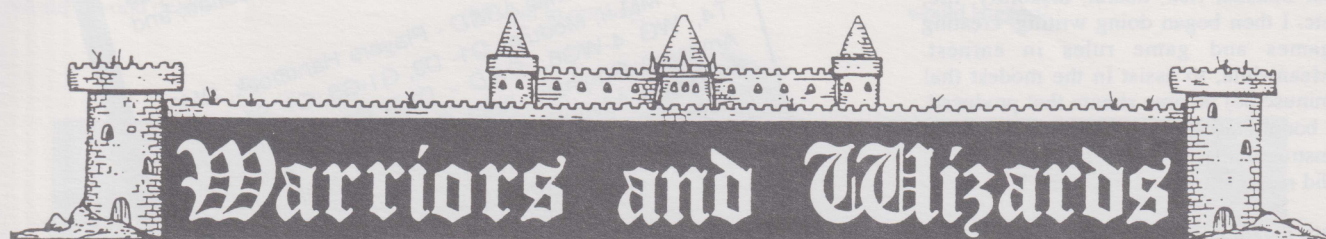
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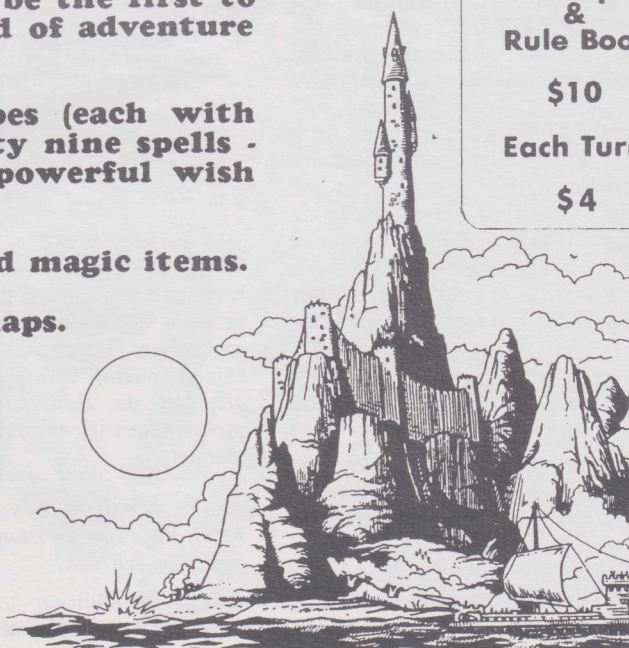
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Setup
&
Rule Book

\$10

Each Turn

\$4



Gary Gygax Interview

Gary Gygax is perhaps the father of all roleplaying. Recently he has re-entered the grand arena with a new game - the *Dangerous Journeys*TM system. Australian Realms thought this an opportune time catch up with Gary. When Nick Leaning asked him some questions this, Gentle Readers, is what he had to say...

Nick: What did you do before 'gaming'? How did you find yourself earning your livelihood from this most unlikely career?

Gary: Looked at story books and played with blocks. That is, I began playing cards when I was five years old and chess at six. I also tried to "wargame" (pretty unsuccessfully) with toy soldiers, both WWII "tin" and Britons a bit later. Don Kaye and I had a simple but fun game going only when I was about 15 years old. I picked up my first Avalon Hill boardgame in 1958 - Gettysburg.

As to occupation, I began working for an insurance company around 1957. When I decided never more to have anything to do with that field, it was 1970 and I was a supervising underwriter for unusual risk, health, disability, life, etc. I then began doing writing, creating games and game rules in earnest. Meanwhile, to assist in the modest (ha! minuscule) income stream that produced, I bought equipment and with a two week instruction from the seller learned to and did repair shoes and made sandals.

Nick: How do you come to be writing for GDW?

Gary: The involvement with GDW comes through the company I work for and the agents representing the DANGEROUS JOURNEYSTM project. I must say I was pleased that an agreement with GDW was reached, for I've known Frank Chadwick, Loren Wiseman, and many of the others involved there for a long, long time. In fact, I met them for the first time in 1973, I believe, at one of the early GenCon's I ran. Their being there gave Don Kaye the impetus to form a partnership with me...TACTICAL STUDIES RULES. We did that in October of '73. GDW had a few months head start on us.

Nick: What happened to New Infinities, are they still operating?

Gary: A man named Forest Baker was the main force behind that ill-fated company. As with many start-up companies, underfunding and lack of staff is a major problem. Everyone involved with the company, including Frank Mentzer, Kim Mohan and myself

were quite dedicated to producing quality products that would be enjoyed by RPG enthusiasts. Unfortunately, the lack of capital funding during first year or so, effected its ability to continue to produce quality products in a timely manner.

Nick: What have you been doing besides working on *Dangerous Journeys* since you left TSR?

Gary: In addition to writing four novels and collection of short stories of

Gord the Rogue, and a pair of short SF stories, I did a couple of "how to" books (ROLE PLAYING MASTERY and MASTER OF THE GAME) while getting material together for the massive and still hardly touched DANGEROUS JOURNEYS project. From about 1988 on most of my time has been spent working on various aspects of this new undertaking.

Nick: Tell us about *Dangerous Journeys*, what is the extent of your

Gary Gygax Fact File

Birthplace: Chicago, Illinois

Married: Wife, Gail Carpenter Gygax

Children: 6

Hobbies: Game play, reading (history, fiction, science fact, occult, anything), travel, bird watching, fishing, walking, pyrotechnics.

Special Likes: Gourmet dining, wine, dry martinis, John Boorman films, Chicago Bears, Orson Wells, English comedy, spring mornings, Ancient Egypt, Marx Brothers films, thunderstorms, poetry, dinosaurs, autumn leaves reflected in water, Uncle Scrooge, kung fu films, art, history, good coffee, and Camel cigareetes.

Selected Works: AD&D - Players Handbook, DMG, MM, MM II, Modules D1- D3, G1-G3, Q1, S1-S3, T1-T4, WG 4-WG6. D&D - D&D Game (with Dave Arneson), Greyhawk (with Rob Kuntz). Novels - Gord the Rogue Adventures - Sea of Death, Night Arrant & others, Greyhawk Adventures - Saga of Old City, Artifact of Evil. *Dangerous Journeys* - Mythus RFGP & Mythus Magick (with Dave Newton), Epic of Aerth, Necropolis (adventure). Unhallowed - Supernatural RPG (with Mike McCulley) due for release GDW 1993.

Admissions: Never finished high school and only got a bit more than a year's worth of college credits. Likes poetry and has written not a few poems himself.

Ambitions: To write historical novels.

involvement in the design of the game? What is Dave Newton's role in writing of Mythus?

Gary: I am the sole creator of the DANGEROUS JOURNEYS project - that's why it says what it does. I conceived it and wrote some three-quarters or so of the core rules and adjunctive materials. Note that this began several years back. The highly imaginative and creative Michael McCulley then got involved as co-author of the initial roleplaying system, that for the UNHALLOWEDTM. Supernatural (Horror) Roleplaying Game, which is of course the engine for the whole multigenre system. The UNHALLOWED game was to be the initial release, but NEC and JVC eventually opted for fantasy first, so that's when Dave Newton got involved. I sent Dave about 600 manuscript pages, he returned about 1,200. When I finally completed the last draft, that stack numbered over 2,000 pages - 3,000 with my EPIC OF AERTH topping it off. Any way, Dave is a co-author of the MYTHUSTM, and MYTHUS MAGICKTM. works, plus he and his wife Michele are now hard at work on co-authoring still more in the fantasy genre portion of the game system. Dave is a dynamo!

Nick: What kind of rpg were you aiming for when you designed DJ?

Gary: The answer to what kind of an RPG I was aiming at is best stated by the works now published. That is, a complete but "user friendly" multigenre one with which the game master can do and create anything he and his player group desire. The rules work just as well if you use the shortest, simplest forms as they do when every possible detail and option is put into place. They are for the lazy GM and the inventive player - the usual combination, I believe! The system is flexible, and much therein can be mutated however one pleases without really harming anything. The basics are so simple as to be easily remembered, but one has to get to know the whole before one can cut back to the quintessential core. Not a few persons have already spotted that, by the way...

Nick: DJ reads as a very detailed, complex system, over 800 pages already published and we are not into the world background information yet, is this asking too much of the average rpg gamer to absorb and use?

Gary: The "average" RPG enthusiasts I know want a perfect game. I believe that with DJ we have given them a vehicle to create that for themselves. Perhaps you should view the works as encyclopaedic rather than needing immediate absorption. True, the game master is expected to go through everything, but he hardly need memorise anything. As I mentioned above, once you get the basics of the system, the rest falls into

place. And while the GM is doing his homework, as they say, the players should be kept pretty busy creating detailed Heroic Personas.

Mark you, for them to do so makes them already deeply involved in the game, knowledgeable, and more able to comfortable roleplay those same personas. As you read the works you will note that I demand more work from players, and at the same time ask GMs to allow those participants more direct input into the campaign. As one veteran game master said to me recently after having run a few sessions of the MYTHUS game, "From here on in I won't use the book for much at all. With such detailed HPs as they (his players) have now, they can roleplay everything out, and we'll use dice only when I'm not convinced..."

Nick: What would you like to be remembered for? Your fiction or your rpg games?

Gary: I'm not ready to write my epitaph yet, thanks. As of now I'll certainly be known for creating a new form of game, of course roleplaying. That's pretty difficult to top, but I hope to have a couple of decades of productive time in which to produce more work. Maybe the last of that hoped-for pair will allow me to write some other sorts of fiction or maybe even something regarding history. I can't really say. I enjoy writing fiction, and I'm working at that all along, even as I am on the gaming part of the project. If you get JOURNEYSTM Journal, you'll see that I have a great time penning articles as well. Fact is, I enjoy working.

Nick: Which of your published works are you most happiest with? Which are your personal favourites?

Gary: From a personal standpoint I have to say I had the most fun writing the short stories found in the Gord the Rogue book, NIGHT ARRANT. However, my "detective", Magister Setne Inhetep and the beautiful Rachelle are to me appealing characters. I need more time to develop stories about them, and try a few more things, to know where they fall. My problem is that I am both a reader and a gamer, for I must admit that for sheer excitement, the RPG takes my attention every time. The problem is, the whole is so massive that I can't see any end, so in some respects it demands I work on it. We all know what that means to a creative person... time to go do something else! Then excitement and enthusiasm kick in and back I come.

Nick: Do you still run an active rpg campaign - is this where the world of Aerth came from?

Gary: I ran Greyhawk campaign from late 1972 through 1985. I also ran a brief METAMORPHOSIS ALPHA one

around 1980-82. About 1987 I began an UNHALLOWED supernatural campaign, but it lasted only a few months, for I was too busy. I ran another of the same for about six months in 1990-91. Now I'm ready to start up a fantasy one using the MYTHUS-EPIC OF AERTH game books. If not pre- then post-Xmas. In a way Aerth did spring from my original idea for a fantasy campaign. The real world of my Greyhawk campaign was a parallel earth with continents similar to those of this planet's. What TSR published was done to order, more or less. I refused to give up my actual material, for at the time there were 20-30 active participants in the campaign. They said give us the flavour of it then - and make it fit on a pair of 24" x36" maps.

Nick: Have you encountered the so-called Free Form or Story Telling rpg gaming styles? If so, what do you think of them?

Gary: I fear I believe that free-form roleplaying is more let's pretend than roleplaying, theatre than game. Now all GMs do a lot of creative improvisation all the time in their campaigns, but really, to try to create and maintain a meaningful experience with reason and continuity as components of an ongoing entertainment is beyond my capability. It is not something in which I have much interest. How can a quantifiable and responsive game environment be maintained. I just don't know, but I believe it is more akin to reading a work of fiction than sharing a roleplaying game. Am I mistaken?

Nick: How do you feel about the rapidly expanding Live Role Playing games? Have you participated in one?

Gary: I used to "live" roleplay all the time as a tad. First it was cops & robbers, cowboys & indians, and that sort of thing. Then, when I was about 10, we began to play a very realistic sort of "live" roleplaying. This is a longish story, but I'll cut it to the bone. The lad next door had an elder brother recovering from rheumatic fever. He was 16, and he read a lot. He couldn't be out much then, so he'd be the game master for us kids, filling in key roles as well as the parts of the incidental contacts made in the course of playing. We had replica guns and other hand weapons, cameras, identification, documents, money, homemade auto dashboards, aeroplane ones, and all sorts of other props including hats, coats etc. Their mother was most understanding, so we had the run of the place from top to bottom. The "saloon" for western action was in the basement of the place, as was the "cockpit" for the plane. We'd play private investigators, newspaper reporters, criminals, frontiersmen, or whatever. With all the appropriate regalia, we'd then get the backstory from the director, and begin to make up

the rest. If you made a mistake and were killed, then that ended the game for you for that day - no ifs, ands, or buts! The GM was Jim Rasch, his brother John, my pal, and another ardent player was Don Kaye.

I haven't tried live roleplaying games. I fear I would think of the activity as regressive. Who knows though, I am a devoted game player, and I'll probably end up giving it a shot some day, time permitting and opportunity present!

Nick: What do you think of the direction AD&D has taken with 2nd Edition and things like Spelljammer, Ravenloft & Dark Sun? Do you balk at this blatant marketing and do you think the game is becoming more expansive than the players can cope with?

Gary: In my opinion there is little improvement in the 2nd Edition of AD&D, and expurgation and strictures have more than countered those beneficial changes. I asked for revision of the game back in the early 1980s, but I didn't have that in mind. Would you believe that someone from TSR actually asked for some of my input into the new edition? Quite true. I politely declined any comment. I can't really say anything about products done since then. I haven't looked at them other than seeing covers and occasional ads.

I objected to form and content of many TSR products when I was part of that corporation. My resistance to the cheaper bindings on books, for instance, made me quite unpopular with the majority shareholders. However, commercial concerns are critical to business and those who desire their products. Good material in quantity is

fine. I dislike cranking out work as a mill grinds corn just to have something to sell, however. Only once did I do that, and that was ORIENTAL ADVENTURES. I'd planned to do such a product for 1987 or so, with Francois Froideval as co-author, but the near collapse of TSR forced me to get it into the mill, so to speak. Sorry.

Nick: What is in the pipeline from GDW? Will there be a science fiction arm to Dangerous Journeys?

Gary: Support for the MYTHUS fantasy game genre is good. NECROPOLIS should be in your readers hands by the time they read this. Select other adventure scenarios will also be forthcoming. The main products will be source material and playing aids - a bestiary or two soon, and the first of a cyclopaedic set of pantheons books too. GDW will likewise do the UNHALLOWED Supernatural Roleplaying Game in 1993. The electronic version of the game will (finally) be out early in '93 as well. More Magister Setne Inhetep books too.

Eventually I mean to cover every meaningful RPG genre with the DJ system. As far as I can tell though, the science fiction portion won't begin with the third game release in the series. However, I am not the final arbiter of that, so don't take that as gospel. What you can count on is additional game rules books and associated support materials being published from time to time by GDW.

Nick: What are your own personal plans for the future? Are there other projects you'd like to tell us about?

Gary: I plan to keep designing games and writing books for a long time to come. Most of the work currently before me is connected with DJ. This is a massive undertaking. In fact, if I had the time and funds, I could well do with a lot of travelling around South America, Africa and Asia to develop better insights for DJ material pertaining to those portions of Aethr. Why didn't I mention Australia? Simple. It is my dream to spend the winter months of the US in Australia's summer ones! When I mentioned this to a friend of mine who is a cartoonist he admitted he shares this longing with me. Who knows, maybe in a couple of years you Aussies will have yet another pair of Yanks to deal with.

Nick: Is there anything else you'd like to say to all your Australian fans?

Gary: To all Australian gamers (many of whom I trust are fans, but in all events are fellows) I send greetings and best wishes. I do hope to meet some of you in person over there relatively soon. For all those interested in the Dangerous Journeys game system, I also tell you that if you like what you've seen so far, then you'll be happier still as we get this project further along. It will be six or more years before the whole framework is finished, but what a trip you'll be able to take when you ride the completed vehicle! Get in touch with GDW or me if you have a desire to add something to this project.

Best Regards,

Gary Gygax

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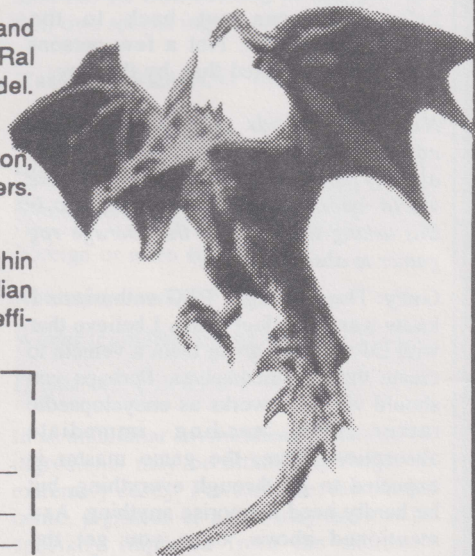
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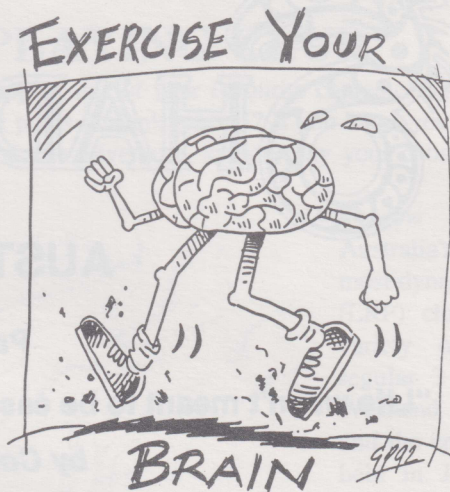
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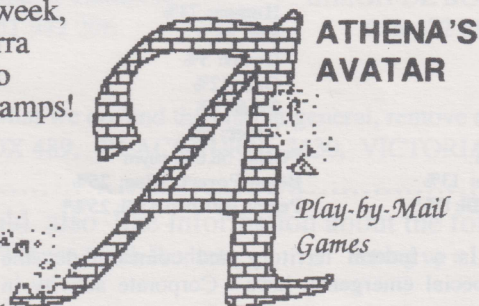
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IN AUSTRALIA

Part IV

"Life wasn't meant to be easy" - Prophecy fulfilled, 2050AD

by Colin Taber

This issue we present the last in this series by taking a demographic glance at the sprawls of Australia. We also look at Tir Miallae and the Antarctic Free Corporate State.

Locations

All urban areas of Australia are surrounded by a secondary exclusion barrier, or as the media calls it 'Bunyip Proof Fence'. The building of the second fence has only recently been completed and in an effort to avoid panic has not been publicised. Over the past five years the number of incursions by Dreamtime vermin has tripled and consequent fatalities doubled. Politicians watched the rate climb at an alarming tangent, finally the authorisation was given for a secondary, expensive fence.

Each of Australia's largest cities has been shown below with a demographic listing, brief notes accompany each. These are best used by combining the information with last issues' state descriptions. Last of the demographic breakdowns is the Australian nation.

ADELAIDE

Population: 3,100,000

Human: 75%
Elf: 8%
Dwarf: 4%
Ork: 11%
Troll: 1%
Other: 1%

PCInc: 40,000 nuyen

Below Poverty Line: 22%

Persons of Corp Affil: 63%

BRISBANE

Population: 5,000,000

Human: 70%
Elf: 6%
Dwarf: 5%
Ork: 14%
Troll: 3%
Other: 2%

PCInc: 27,000 nuyen

Below Poverty Line: 29%

Persons of Corp Affil: 47%

Adelaide- Important notes about Adelaide all revolve around the Japanese presence and the Multi Function Polis. Adelaide has a very large Japanese community numbering over 145,000 most of whom live and work exclusively in the MFP.

Brisbane- While the Brisbane sprawl is still publicised as, and consequently thought of as a tourists playground it would be true to say only a handful of very secure districts are safe for visitors. Many areas of the Sprawl, particularly older canal sections on the Gold Coast are unsafe and known to the locals as the 'Bayous'.

CAIRNS

Population: 1,050,000

Human: 85%
Elf: 1%
Dwarf: 3%
Ork: 9%
Troll: 1%
Other: 1%

PCInc: 48,000 nuyen

Below Poverty Line: 13%

Persons of Corp Affil: 8%*

CANBERRA

Population: 1,500,000

Human: 73%
Elf: 7%
Dwarf: 5%
Ork: 12%
Troll: 2%
Other: 1%

PCInc: 58,000 nuyen

Below Poverty Line: 25%

Persons of Corp Affil: 25%*

Cairns- Cairns is a federal territory and comes under the jurisdiction of special emergency laws. Corporate activity in

Cairns is kept to an absolute minimum. All businesses with the exception of a smattering of small partnerships are owned by Canberra. If this is to be taken into account in the Corp affiliation stat (*), Cairns will score an impressive 81%.

Canberra- With time has come maturity of substance. Canberra is now a city of bitter history and depth, it is a true centre of the nation. As 'happening' as Sydney or Melbourne. * Should the public sector be taken into account for the Corp Affiliation stat the figure would be 68%.

DARWIN

Population: 1,000,000

Human: 75%
Elf: 7%
Dwarf: 4%
Ork: 12%
Troll: 1%
Other: 1%

PCInc: 28,000 nuyen

Below Poverty Line: 27%

Persons of Corp Affil: 49%

HOBART

Population: 1,050,000

Human: 74%
Elf: 12%
Dwarf: 3%
Ork: 9%
Troll: 1%
Other: 1%

PCInc: 25,000 nuyen

Below Poverty Line: 31%

Persons of Corp Affil: 39%

Darwin- This city is very isolated from the rest of the Australian nation, both physically and culturally. As mentioned last issue it is the most ASEAN influenced of the Australian City-States.

Hobart- Citizens of Hobart live under stressful conditions, the two main causes are the ghost tribes and ever increasing Elven population. The public opinion is that the Elves are here to annex land for a new Elven nation, this is of course entirely true.

MELBOURNE

Population: 7,150,000

Human: 76%
Elf: 5%
Dwarf: 4%
Ork: 12%
Troll: 2%
Other: 1%

PCInc: 25,000 nuyen

Below Poverty Line: 33%

Persons of Corp Affil: 40%

PERTH

Population: 5,000,000

Human: 73%
Elf: 10%
Dwarf: 4%
Ork: 11%
Troll: 1%
Other: 1%

PCInc: 23,000 nuyen

Below Poverty Line: 34%

Persons of Corp Affil: 39%

Melbourne- As mentioned last issue the city is truly the cultural capital of Australia. A booming simsense industry combined with a series of year round festivals such as the world famous *Moomba* means plenty is always happening in Melbourne.

Perth- The west coast sprawl also includes various vital eco-areas. The two most notable are the Jandakot and Gnangara water mounds which supply a great deal of the sprawls water needs. These areas are necessary evils, Dreamtime creatures dwell within the reserves and regardless of military measures are a constant problem. Desalination plants also provide much water for the thirsty city.

SYDNEY

Population: 8,800,000
Human: 77%
Elf: 5%
Dwarf: 4%
Ork: 11%
Troll: 2%
Other: 1%
PCInc: 31,000 nuyen
Below Poverty Line: 28%
Persons of Corp Affil: 46%

Sydney- Is the true gateway to Australia. Most travellers will pass through either of Sydney's two airports or Black Port (the illegal sea and air port controlled by the Yakuza). The city has huge problems with corruption (eg. the Black Port is *ignored* by the authorities), this doesn't show on the surface but one never has to dig too deep. The problem stems from the formation of the powerful ICAC (anti-corruption) group which was entangled by organised crime and made a puppet of ever since its inception.

TIR MIALLAE

Population: 1,950,000
Human: 3%
Elf: 93%
Dwarf: 1%
Ork: 1%
Troll: 1%
Other: 1%
Per Capita Income: 17,000 nuyen
Below Poverty Line: 52%
Persons of Corp Affiliation: 19%

The Elven nation was proclaimed with much fanfare by its founding citizens on the 14th of November 2038. This dream of an Elven homeland has since turned into a nightmare. Australians reacted angrily to the announcement, within weeks Elves throughout Australia had become targets of slander and violence. Things settled down but not until many Elves had left Australia, taking with them knowledge and skills that was a drain on the nations resources. It is estimated that 200,000 people left.

Tir Miallae itself could not cope with the much larger than expected influx, between Canberra and Kara-Nae (the Elven capital) an agreement was signed limiting the numbers able to migrate. A quota was established and adhered to until 2047, a year in which the economic and social indicators were screaming doom in Australia. A scape goat was needed, the media chose the Elves. The first death occurred in Sydney at a night club, within a week six hundred Elves were dead across the nation. This triggered a flood of over a million refugees fleeing persecution, smothering the infrastructure of the fledgling nation.

Tir Miallae has strong ties with the other prominent Elven nations such as Tir Tangire, Tir Timor and Tir Nan Og, and has had much aid from them in recent years. Nearly half of its population is dwelling in the freshly built capital Kara-Nae.

The Economy

While the nation produces enough food to feed itself it only prepares a small amount for export, apparently content to let fruit rot upon the ground. Its only exports are magical talismans, small craft products and a steady stream of magical research. One of the main earners the nation has is its tourist zones. These are the coastal strips immediately north and south of Cairns (which Tir Miallae surrounds), these areas are well guarded and tourists will find it hard to wander off the designated areas.

Society

The nation is ruled by a High King, who is advised by a council of nine. The current councillors are all divided into three factions, the High king always casts the carrying vote. The society itself is a mess. With over a quarter of a million refugees arriving annually there is no way the young nation can cope. This has caused an explosion of poverty, unemployment and homelessness. The ground is ripe for revolutionary movements.

AUSTRALIA

Population: 38,910,000
Human: 75%
Elf: 6%
Dwarf: 4%
Ork: 12%
Troll: 2%
Other: 1%
PCInc: 29,500 nuyen
Below Poverty Line: 29%
Persons of Corp Affil: 47%

Entry

It is easy to get into Tir Miallae, if you are not Elven it is likely you will be singled out by all citizens. Violence against Humans is a particular problem in Kara-Nae.

Magic

The best Elven Mages in the continent will be found here as members of the elite *Mages League*. Most are involved with *The Veil* which keeps Dreamtime vermin outside of their borders. They are understandably secretive about this and their methods.

The Matrix

The security level of the matrix is Orange-6 (they have a lot to hide) and can be accessed from numerous dataports.

ANTARCTIC FREE CORPORATE STATE

Population: 90,000
Human: 60%
Elf: 4%
Dwarf: 10%
Ork: 20%
Troll: 6%
Other: -
Per Capita Income: 48,000 nuyen
Below Poverty Line: 3%
Persons of Corp Affiliation: 97%

This is the worlds first corporate state (refer issue #6) and is run as you would expect in a very cold, efficient manner. Only a few nations have formally recognised the AFCS, some still view it as an illegal Australian colony (such as Argentina which has its own mining operations on the southern continent). Australia's citizens, knowledge and supplies are needed for the AFCS, and the Corporate state's revenue taxes are especially needed by a bankrupt Australian government. The relationship to both parties is essential.

The Economy

The colonies grow one third of their food requirements hydroponically, the rest is imported or synthetic foods used. The major export of the AFCS are its various minerals, it also has a small but growing cyberware industry. The currency is the nuyen.

Society

The AFCS has its own parliament, the only one on Earth that legally allows a corporation a vote (based on the size of its payroll). Most of the population is not interested in the parliament as they are usually only in Antarctica for a short stint. Most employees are from Australia and return there when the high pay is no longer enough to counter the isolation.

This *high turnover* community is therefore unstable, many thrill seeking activities occur behind closed doors such as BTL chipping, drug taking and even mass manifestation of manias. This whole business exposes a very ugly and dangerous face of the colonies. While no homicide has ever been reported in the AFCS it is thought that hundreds have been killed and dumped outside the colony.

Entry

There is no unemployment in the AFCS, if you have no job awaiting you when you arrive you will be issued with a one month tourist visa (for Australian citizens) or a one week visa for any other nationality. The only safe place for an unregistered traveller is the *Underworld* which is where a handful of misfits, pushers and other *fringers* live in the maintenance levels of the colonies.

Magic

Only an employed wage mage will be allowed into the AFCS, no visa will be issued. A huge network of people can arrange false papers and ID files for the right price.

The Matrix

While the matrix is very easy to access the security is quite tough at a code level of Orange-5.

Deep Dark Dungeons

by Alan Ogden



Bazurk was a mighty warrior. The width of his shoulders proclaimed it. So too the massive sword, "Bloodspiller", strapped across them. At the first sign of danger he had drawn it, the mystical glow of the blade lighting the darkness ahead. A swarthy goblin flickered through the shadows. Bazurk screamed his war cry and ran after it.

Crack!

Bazurk grunted as his head collided with the roof. Ignoring the pain he swung at the cowering goblin.

Pow!

Bazurk's elbow connected with the wall. Right on the funny bone. Yelling in agony, Bazurk dropped his sword. The light went out. He was not having a good day.

Every player has done it on occasion. Sometimes they enjoyed it, sometimes it was just an exercise. I'm talking about dungeons - underground adventure zones crammed to bursting with beasts all just waiting to massacre or be massacred. Low level player characters walk in and treasure laden heroes walk out.

When you are setting up a dungeon you've got to figure out its purpose, the reason that it's there, and how it functions. Magically created lairs are easy. Everything works the way it does because of magic. It doesn't have to make sense, it just is. If this is the way you justify your underground complexes then this article isn't for you. I'm not saying that magic doesn't have a place in underground adventures, just that this article deals with the creation of a monstrous ecosystem that will lend a touch of realism to the adventure.

The first edition AD&DTM game had a novel concept of the ecology of dungeons - a sort of natural filtration system where the really powerful baddies gravitated to the deeper areas and the easier boogers hung out near the top. Viola! Instant monster supermarket! Sometimes for a bit of a change they'd invert the dungeon, place it inside a mountain where things were progressively tougher the higher you climbed. These 'dungeons' tended to be well laid out complexes, with everyone digging neat 5', 10', or 20' wide tunnels with accomodating 10' high ceilings. Descents and ascents were generally via staircases or ladders. Doors tended to be iron bound wood, sometimes trapped, barred or locked but always jammed.

This predictable style of dungeon creation is fine if you tend to be a bit lazy or like to spoon feed players bite size chunks of adventure without stretching their mental muscles. Unfortunately, players get blase about your campaign when they know that the staircase leading down means things get tougher and they can sit back and figure if they can handle it. Personally I prefer my players to be on their toes at all times. I like to keep them guessing, never knowing what they're going to meet up with next and having to struggle with the terrain as much as anything else. This article assumes you want to continue setting adventures underground, if only occasionally as part of your 'serious' campaign. And why not, a well thought out complex can be dark, dank, dangerous and scary.

The first step in challenging dungeon design is to figure out the type of complex - exhausted mine, natural caverns, catacombs, man-made delvings, or combinations of any or all. This will determine the general style of the dungeon layout. Those nice regular passages that run in straight lines are easy to map but don't really make sense in anything except a constructed complex. Nature doesn't tend to work in straight lines so the disused mine or natural cave systems will twist and turn, drop and rise unexpectedly. Mines are more regular than cave systems because they have been worked, but the passages still have to follow the veins of ore, gems etc. that were the mine's original reason for being.

Cave systems that have been in extended use will have had most of the inconvenient places smoothed over or removed if occupied by intelligent, tool using creatures, but some may still remain. The real hassle with these is that they are often difficult to negotiate. Native inhabitants that can climb a rock wall as easily as a ladder will have no problem, but adventurers and intruders will not get far unless they bring plenty of rope and climbing equipment.

Manufactured complexes will be regular in construction with smooth floors, steps, consistent ceiling heights and some logical layout, but will be made in proportions suited to the type of creatures that built them. Dwarves will not go to the bother of carving ceilings to a 10' height if they don't need to. The additional work required and the amount of rubble to be carted away would dictate that their ceilings would probably only be six to eight feet high in most corridors. Passage widths would be affected in a similar manner. Special purpose areas can obviously have higher ceilings - audience chambers and temples - and some passages may be wider - roadways that service underground cities need to be able to allow two way traffic - but these are the exception rather than the rule.

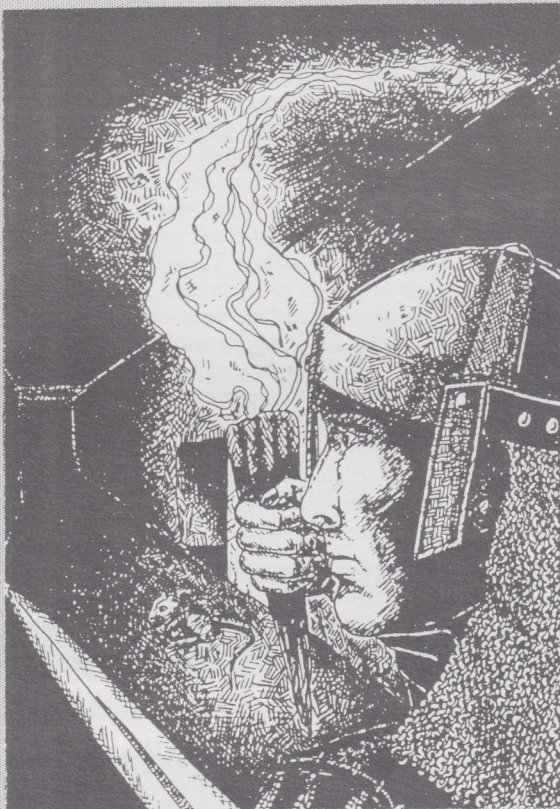
Having determined the nature of the complex the next thing to consider is who are its current occupants and how do they eke out a continued existence.

There are a number of inter-related parts to this question. You must decide the viable number and type(s) of inhabitants, their intelligence, the available food and water sources, how they deal with waste elimination, do they have enemies and allies in the area. Returning to my article, "Thinking Man's Monster" (Issue 8), try to think your way into the NPC's mind and find out how it manages to survive underground, how it orders its home and protects its domain.

The number of creatures determines how quickly the natural resources of an area will be depleted through excessive usage, breeding and expansion. Intelligent creatures may try to counter this through cultivation and husbandry or by gathering resources from further afield. Alternatively they could trade for their food requirements or simply move on to a new area. The choice would depend on the nature of the creature and the choices available to it. By establishing a rough idea of the ecosystem for the area some of the requirements of the complex will become apparent. If cultivation is the answer, then areas will have to be set aside for this and stocked with crops and food animals that will thrive underground. If trade is the answer then the inhabitants will need to have stockpiles and warehouses for food and trade goods.

Water supplies are as important as food. Without a source of clean drinking water the inhabitants won't be able to survive long. Individuals and small groups may be willing to travel some distance for water, but larger communities would be more likely to settle near a suitable water source. Intelligence again comes into play with the construction of dams and irrigation systems to make the most of the available water. An excess of water is as likely to be a problem underground as lack of it. Rain falling on surface catchment areas can rapidly cause rising water levels underground and flash flooding through normally dry caverns and passages. Creatures living beneath the surface for any length of time will be aware of this and situate their lairs accordingly although access to the lairs may still be via floodways. Intelligent creatures may make use of this and deliberately flood tunnels as a defence. Having established food and water sources, the next step is to establish a means of eliminating the wastes produced - apart from the obvious, these

also include rubbish and poisonous gasses. Rubbish and such can be eliminated by throwing it down the nearest hole. Gasses and fumes are an entirely different problem. In an underground complex smoke from cooking fires and exhaled air doesn't have much option as to where it can go. Low lying areas can become filled with invisible toxic gasses, creating dead zones. Lighter gasses and smoke will do the same in high areas. Unless ventilation systems exist, communities can be forced out by the by-products of their existence. This will create dangerous areas known to the local inhabitants but unknown to adventurers.



It is possible that inhabitants of an area will form a symbiotic relationship or alliance with other creatures for the purpose of waste disposal. Underground plants can consume waste products and gasses while producing fresh air. There are many AD&D™ monster types perfectly adapted to underground scavenging and waste disposal.

As already noted, the nature of the beasts inhabiting an underground complex will have some bearing on its construction. This goes further than the structural factors of ceiling heights and passage widths. It also effects the style of floor plan adopted. Communal or tribal creatures will have large shared areas. Creatures residing in close knit family units or as individuals will have many smaller areas, with a few central larger communal areas for gatherings. Creatures that are able to manufacture their own weapons, armour, tools or

even pots and bowls will have the facilities and raw materials set aside to do so. Creatures actively engaged in mining will need special equipment, they either manufacture themselves, or beg, borrow or steal from other communities above and below ground.

In all underground lairs there will be equipment allowing the inhabitants to move around conveniently. This varies from simple spun roots or vines to ladders, ropes and spikes. to cut steps, steel poles and on to more exotic things of your own devising. If these are not present then the inconsistency is likely to detract from the adventure, especially if the players have had to deal with difficult terrain. Such stores may also provide assistance for an ill-equipped group. It is important that underground adventurers are properly equipped as without ropes and climbing equipment they may find themselves unable to advance further or having to take unnecessary risks.

Venturing underground can be a cold business. It can also be wet. The combination of both can be deadly so precautions should be taken. Unprepared adventurers may find themselves suffering the effects of intense cold and hypothermia. Warm dry clothes are essential to an enjoyable sojourn underground. Of course this is often bulky and will hinder progress through narrow passages. Denizens of the depths will either have become acclimatised to the prevailing conditions or will dress accordingly. They should be aware of the advantages their climate gives them against intruders from above and use them.

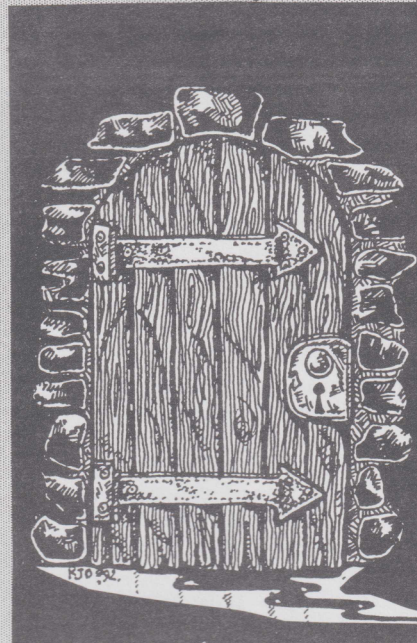
If more than one type of creature inhabits an underground complex then a decision must be made as to whether they co-habit in a single lair or if multiple lairs exist within the complex. If the creatures occupy a single lair then the lair must be able to accommodate the largest of the creatures in terms of tunnel widths and ceiling heights. It would be difficult to explain why an ogre chooses to occupy a lair with low ceilings and narrow passages. If multiple lairs exist then each lair would be a reflection of the occupants in terms of style and structure. Border areas of the complex would probably remain unoccupied, providing common areas of use (eg. access tunnels to the surface) or a type of no-mans-land where constant skirmishes occur.

Communities which do not compete directly with each other may form alliances for food, trade, defence or raiding purposes. Where competition exists such alliances may force one group into subservience to another. Stronger creatures will tend to occupy the "best" areas, leaving weaker creatures to do the best they can. Unlike the AD&DTM concept, deeper may not necessarily mean better. Lower levels may be more prone to flooding, have greater ventilation problems, be further from food and colder. All of this would make them less attractive as dwelling places, and so the stronger denizens would perhaps avoid them in favour of more salubrious surroundings closer to the surface. Of course being nearer the surface means more intrusion from nosey adventurers. Depending on your point of view this could be good or bad.

If the complex is a long established one then a balance between the various inhabitants will have been established. The balance is not going to be static, but is going to be far more stable than in a complex that is being invaded (from above, below or the side) or one that is relatively new. Regardless of the current situation, change will always be in progress. Weaker groups will become victims of stronger groups. Warring parties will be on the lookout for constant advantages over their enemy.

When designing the defences of a lair, especially traps, it is important to consider how the inhabitants bypass them. In unused areas this isn't a problem but there will be clues that the area isn't in use. Areas in frequent use are unlikely to be trapped extensively. Any traps that do exist in these areas will be near "landmarks" and fairly easy to bypass or temporarily deactivate. Alternatively, traps could have activating mechanisms used only in case of attack. In either case these mechanisms should be included in your design, with intelligent play allowing adventurers to use them to their own advantage. Seldom used areas can have permanent traps, in locations that the inhabitants can easily identify. Smart monsters who are survivors will utilise (or modify) terrain that suits their physique. Six foot tall barbarians wielding two handed swords are going to have a bitch of a time trying to hack their way past three foot tall goblins in a four foot high passage. These creatures should also have multiple exits and bolt holes prepared, often with caches of food, water and weapons nearby. These are not necessarily easy or convenient to traverse and will be guarded or trapped to prevent surprise assaults. Advance guards will be posted whose job is to alert, rather than defend, the lair. Other monsters can be enlisted (or forced) into the defence of the lair.

Next time, before you begin designing a dungeon, try and think of some or all of the factors I have mentioned. Walk through your own home Check out the types of rooms within them, see how they have been designed to fulfill their function, then try and incorporate these ideas into your dungeon design. With a little thought the dungeons you create will become more than just a series of monster filled caverns. They'll become real. And dark. Wet. Dangerous. Fun.



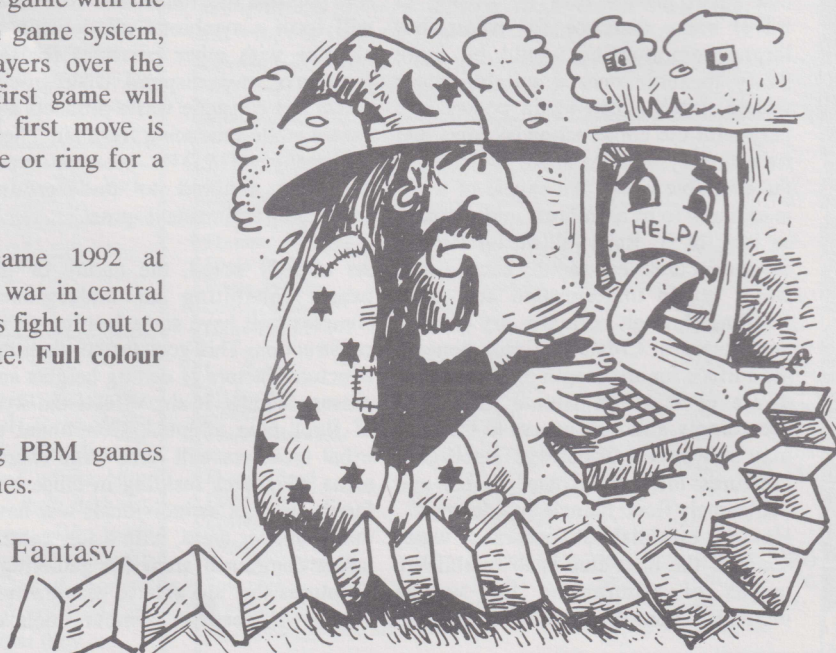
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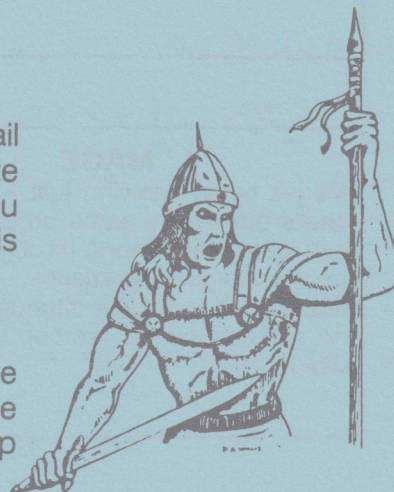
Kanahooka. 2530.

Ph (042) 61-7148. (9am to midnight AEST).

We will enter your instructions into Phred the Computer and then mail back a printout giving details of your opening position, a complete rulebook detailing the full range of orders and a new Turn Card. You then work out your next set of orders and mail it back to us. This process is repeated for as long as you wish to continue playing.

How much will it cost?

Each turn costs \$4.00 BUT your first three turns are FREE with the compliments of Australian Realms. There is no obligation to continue after your free trial has finished, and if you do continue, you may stop at any time.



HUMANS

Humans make up the majority of the population of civilised Kharne and have the widest range of abilities. They are also the most adaptable of the adventuring races and although they have no great advantages in any field, nor do they have any special weaknesses.

ELVES

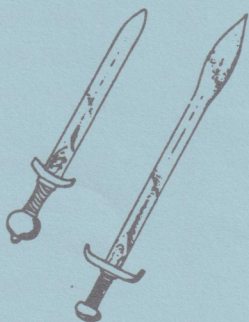
These tall graceful beings are by far the most intelligent of the adventuring races. Their keen eyes and steady nerves make them very accurate with missile weapons but they are less hardy than other races and this can put them at a disadvantage in melee combat.

DWARVES

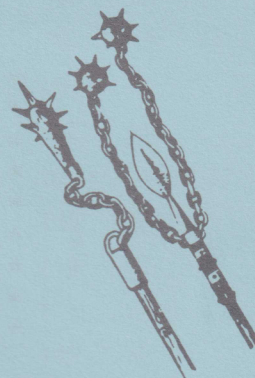
Short and stocky, but immensely strong dwarves are tough as old boots and always ready for a good fight. Their short stature makes it difficult for them to use certain weapons, such as great-swords and long bows.

HALFBLOODS

These are the mongrels of Kharne, usually the offspring of human and Orc, or human and goblin matings. They are ugly, mean and have definite evil tendencies. Halfbloods have excellent reflexes and awareness. Watching your back is a necessity for survival in halfblood company.



Character Number Table	FIGHTER	MAGE	THIEF	PRIEST
HUMAN	17	18	19	20
ELF	21	22	23	24
DWARF	25	26	27	28
HALFBLOOD	29	30	31	32



PRIEST

Priests are the servants of the Gods and their services are rewarded with the ability to perform miracles. The nature of these miracles will be determined by the god, or gods that the priest serves.

FIGHTER

Fighters are skilled in combat and handle all kinds of weapons without difficulty. Toughness is an important attribute for a fighter but awareness can also be useful, especially when using missile weapons.

MAGE

Mages begin knowing just a few simple spells but as the game progresses they can learn many more, through research, experiment and experience. All weapons are difficult to master although there are no restrictions on armour or weapons used.

THIEF

No surprises here. The thief is the cat-burglar, pickpocket and locksmith all rolled into one. Good awareness is a vital attribute for characters of this class. Thieves tend to be good with missile weapons.



OK!! Let me play!

You think you would like to give QUEST a try? Right, the first thing to do is to choose a natty name for your party. Try to think of a name which is both original and pertinent, such as Iron Maidens or Waylanders. Your party name can be up to 20 characters long, so "Bimbos with Chainsaws" is out since it is longer than 20 character and not in the spirit of the game. Enter your party name on the Turn Card. May as well put your real name and address there too!

Next choose **six characters** to form your new group. Look at the previous page; there are four different races and four professions. You can choose any combination of the races and professions and we recommend at least one from each profession, but each combination must be different, i.e. Elf Fighter, Human Mage, Dwarf Priest (but not two Dwarf Priests). Give each character a name (up to 20 characters).

The order you pick your characters determines their eventual character number. To choose a Human Mage called "Merlin" who's to be your group leader enter :-

[**X 18 Merlin**] in order 1 of your Turn Card.

For your second character you could enter :-

[**X 23 Nik Fings**] which would give you an Elven Thief.



I've still got 9 orders left!

Each character arrives with enough rations for several turns and 250 gold pieces. The remaining 9 orders remaining on your Turncard can be used to purchase some weapons and armour for your characters. They will automatically equip themselves with it. Look at the Armoury Table to see what is on sale (much more will become available as the game progresses) and decide how you wish to equip your characters. To choose your equipment, write the order in the following way:-

(**B**) (**Char # or 99**) (**Zero**) (**Item No**). For example Merlin, (our first character) wants to buy leather armour as Mages are weak defensively, so write :- [**B 1 0 151**].

If you wish everybody in the party to buy the same item, use 99 for the character number.

You may like to buy the town news sheet, item no 620 from the local shop at a cost of 1 gold piece. To have character 2 (Nik Fings) buy it write :- [**B 2 0 620**].



Once you have completed the Turn Card, drop it in the post and we will send you your own personalised results sheet by return. This will give you a complete list of items available from the Armoury and the shops in your starting town and a view of the surrounding countryside.

It will also give a full list of your characters' individual statistics and description of the spells that your priests and mages can cast.

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Enrolment and Turn Card

Party Name

	Order Type	Char No	Character Name
Order No 1	X		
Order No 2	X		
Order No 3	X		
Order No 4	X		
Order No 5	X		
Order No 6	X		
			Item No
Order No 7	B	0	
Order No 8	B	0	
Order No 9	B	0	
Order No 10	B	0	
Order No 11	B	0	
Order No 12	B	0	
Order No 13	B	0	
Order No 14	B	0	
Order No 15	B	0	

Armoury - Price List

Item	Item No	Gold
Cloth Armour	150	80
Leather Armour	151	160
Helmet	159	10
Small Shield	160	25
Dagger	102	20
Short Sword	103	50
Mace	110	50
Axe	119	40
Short Box	111	20
Light Crossbow	113	40
Sling	118	5

Due to the limited space in this advert this set up is very basic. There is a lot more to Quest than is shown here. The easy to use rule book contains about 30 pages and will give you a better insight into Quest and the world of Kharne. A lot you will have to learn by experience and experimentation.

Name

Address

P/C

Ph (. . .) Age

WARHAMMER 40,000 ROLE PLAY

UNOFFICIAL RULES BY COLIN TABER (PART 2)

SECTION 2: THE GAMESMASTER

THE GAMESMASTER IS THE REST OF THE WORLD

The players will be listening to you for all details of the adventures that they are part of. It is important for a game like 40KRP that *they* are, and *feel* a part of it. This means trying to convey the atmosphere of the setting as portrayed in the original WH40K rules by Games Workshop.

MOVEMENT ALLOWANCES FOR VEHICLES

This information should be taken (preferably) from the WH40K Vehicles Manual or if need be the WH40K rules book.

ARMOUR AND ENCUMBRANCE

See page 75 of the WFRP rules and the consumer guide at the end of this article for details.

FLYING

Use the rules on page 76 of WFRP for creatures (modifying only that a height level should be treated as 20 yards and not 10 - to bring it into line with WH40K rules). The rules on pages 43-46 of WH40K should be used for vehicles (take note of the height comparisons on page 46 for ease of reference.

BUILDINGS

Use the information in WFRP page 77, add to the list; concrete walls T 11, metal walls (of standard thickness) T 9, a space crafts hull is T 15.

ADVANCED CAREERS

ADEPTUS ARBITE

Becoming a 'Judge' is not something you do, it is something you are chosen for. If you know the right people, are of the right family, or have finished a well accomplished Squiredom to a Judge you will be able to travel to Earth and undergo the testing and training involved. This is somewhat an anti-social career, the training will take five years, of course not all Judges finish their trials and consequently charlatan Judges are not uncommon (who's going to argue with someone who knows the lingo and is in uniform?).

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+30	+30	+1	+2	+4	+20	+2	+10	+30	+20	+20	+30	+10	

Skills: Disarm, Read/Write, Ride Bike, Secret Signs - Adeptus.

Trappings: Mesh armour, Cloak, Badge of Office, Las or Bolt Pistol and ammunition.

Enter From: Free Lance, Judicial Champion, Judges Squire.

Career Exits: Tyro, Witch Hunter, Mercenary Captain, Templar.

Today is not the time to fear what tomorrow may or may not bring. I am telling you now, there will be no tomorrow for those who do not serve me and thus our Emperor!

-Bay Adonis, Commander of Chapter Ying Yang.

ADMINISTRATOR

The Administrator is a man of power. While this career on the surface is nothing more than a gothic executive within the Imperium's bureaucracy, considering the size of this organisation and its many facets it can be surprising what results can be gained by using the resources at any cunning administrators disposal.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+10					+10			+30	+20	+20	+10		

Skills: Bribery, Read/Write, Secret Language-Classical, Arcane Imperial, Speak Additional Language, Etiquette.

Trappings: Robes of Office, Needler.

Enter From: Imperial Servant, Scribe, Tax Collector.

Career Exits: Lawyer, Merchant, Spy, Scholar.

ALCHEMIST

The Alchemist career in 40KRP has no psionic (magical) abilities or associated skills unlike the WFRP version of the career. All references to such skills within the WFRP rules pages 94 and 141 should be ignored. An Alchemist could have psychic abilities only by the means of becoming a Unrevealed Psyker (see Realms #8 page 29). The Alchemist of 40KRP is a charlatan, a hoax, a crazed scientist who is wasting their time, searching for the undiscoverable.

ASTROPATH

These individuals are sanctioned agents of the Imperium. Many are given *free postings*, leaving them relatively unrestrained in travel, working mainly with various branches of the Administratum. As all Astropaths are loyal to the Emperor (due to the *soul binding ritual* many feel they are part of the Emperor, see WH40K rules page 147). While being legal psykers, compared to the unbound Psyker, Daemonologist, Elementalist, Phantasmist and Soul Stealers they have paid a price. Most are blind, many also suffer other damage during the *soul binding*. See the table in Section 4 of this article titled 'Soul Binding'. Once an Astropath has completed this career they may continue working as an Astropath but also pursue developing their Psyker abilities, and thus are able to advance through the Psyker, Elementalist and Phantasmist careers. Such individuals will be tested regularly for deviation by the Inquisition.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+2	+1									+10	+20	+30	

Skills: See WH40K p148, Channel Psi-Petty, Sixth Sense, Psychic Awareness, Psychic Sense, Arcane Language-Daemonic.

Trappings: Sword, Communicator.

Enter From: Unrevealed Psyker, Psyker 1-4, Elementalist 1-4, Phantasmist 1-4.

Career Exits: Administrator, Scholar, Psyker.

CADET MARINE

Becoming a Marine via a cadetship is a life of training, ritual and indoctrination. Roleplaying a Cadet Marine is most often not going to be appropriate, it can be done by playing the Cadet as he attempts to complete external trials that are set by his Chapter's Chaplains. Many passing through the cadetship find life to be one of toil, becoming disillusioned and failing, either dying or escaping (few do).

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1	+10	+10	+1	+1	+2	+10					+10	+10	

Skills: Specialist Weapon-Firearm, Dodge Blow, Zero-G.

Trappings: Bolt Pst., Mesh, Frag Grenades (6), Communicator.

Enter From: Outlaw, Soldier, Gang Member, Pirate.

Career Exits: Marine, Administrator, Adeptus Arbite, Outlaw

MARINE

The Marine is indoctrinated fully with the dogma of the Imperial Cult. He isn't a selfish adventurer and will not deal with such unless it is part of official Imperial designs.

Advance Scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+1 +20 +20 +1 +2 +3 +10 +1 +10 +10

Skills: Specialist Weapon - Firearm, Dodge Blow, Zero-G, Frenzied Attack, Theology.

Trappings: Bolter, Power & Mesh Armour, Communicator.

Enter From: Cadet Marine.

Career Exits: Mercenary Captain, Adeptus Arbite, Outlaw Chief

HARLEQUIN

The Eldar Wardancers, or Harlequins are treated with great respect throughout the Imperium. They are fast, intelligent and very effective. Many Eldar who have forsaken the life of the craft-worlder aim to eventually become part of a Harlequin troupe. While such a goal is not impossible to attain, admission to such troupes is possible only by invitation. While I do not have the space here to detail the different branches of the war dancers I present below a general advance scheme. Harlequins are very tense individuals, they will not humour anyone who is not worth their time or jest.

Advance Scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+1 +40 +30 +2 +3 +7 +20 +3 +20 +10 +20 +10

Skills: Acrobatics, Ambidextrous, Dance, Dodge Blow, Specialist Weapon-Firearm, Strike to Stun, Strike Mighty Blow.

Trappings: Shuriken Cat, Carapace Armour, Spirit Stones.

Enter From: Eldar Wanderer, Mercenary Captain, Outlaw, Scout, Psyker, Pirate.

Career Exits: Mercenary Capt, Outlaw Chief, Pirate Captain.

PIRATE CAPTAIN

The Pirate Captain is an accomplished individual who will have survived many boardings and raids. So many in fact that he has gathered about himself enough loyal followers to be able to act as the groups captain. A Pirate Captain leads at least six other individuals, perhaps as many as a ships crew. Once a Captain has the numbers to man more than one ship he could challenge to become the outfits Pirate Lord.

Advance Scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+20 +20 +1 +2 +2 +10 +1 +10 +20

Skills: Specialist Weapon-Firearm, Dodge Blow, Gamble, Marksmanship, Secret Language-Battle Tongue, Zero-G.

Trappings: Mesh, Vac-Suit, Zero-G Boots, Bolter, Communicator

Enter From: Pirate, Mercenary Captain.

Career Exits: Pirate Lord, Mercenary captain.

PIRATE LORD

Lords are always very careful in their dealings. They have to look forward and also behind, often upstart Pirate Captains make premature leaps for power by arranging assassination or even honest challenges. Most such duels fail, large pirate groups (average size 4-7 ships) experience a change in leadership usually once a decade.

Advance Scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+20 +20 +1 +3 +4 +20 +2 +20 +10 +20 +10

Skills: Tech Lore, Sixth Sense,

Trappings: As per Pirate Captain, plus a pirate Clan.

Enter From: Pirate Captain.

Career Exits: Merchant, Demagogue, Explorer.

TECHNOMANCER

The Technomancer is best defined as a tinkerer, but to the masses a practitioner of the dark arts of technology. Technomancers are treated as Psykers; evil, unpredictable and dangerous. Technomancers are 'legal' and unlike other 'practitioners' are not likely to get arrested for their dark art. While gaining many practical skills this career often leads to death at the hands of lynch mobs, or, preferably to the safer life of academia in the form of a scholar of science. While Humans and Ratlings treat these individuals as witches, Squats and the Eldar view them for what they are.

Advance Scheme

M WS BS S T W I A Dex Ld Int Cl WP Fel
+10 +1 +10 +10 +20

Skills: Tech Lore, Super Numerate, Luck, Blather, Arcane Language - Imperial.

Trappings: Tool Kit, Soldering Iron, Rag, Reference Book.

Enter From: Student, Engineer, Scholar.

Career Exits: Student, Scholar, Engineer, Pirate, Outlaw.



SECTION 3: COMBAT

THE COMBAT PROCEDURES

The normal rules for combat remain unchanged (see WFRP Combat Section starting page 115). The biggest difference in combat in 40KRP is going to be the far more common use of ranged weapons. With firearms being fairly common, the challenge for the warriors in a campaign is going to be having access to a constant supply of stable, reliable ammunition.

WEAPONS

Listed below are common WH40K weapons, their ranges, strengths and damage. This table should be used together with the weapons table on page 120 of the WFRP rules.

Weapon	Strength	Damage	Range		
			Short	Long	Extreme
Auto-gun	3	D6	35	70	300
Auto-pistol	3	D6	20	50	200
Bolter	4	D6	35	50	250
Bolt Pistol	4	D6	20	50	200
Chainsword	as user	D6+2	-	-	-
Flamer	2	D6*	10	20	30
Force Rod	see 40K	see 40K	-	-	-
Force Sword	as user	D6+2	-	-	-
Graviton Gun	see 40K	-	15	40	150
Hand Flamer	4	D6*	5	10	20
Las-gun	3	D6	35	70	300
Las Pistol	3	D6	20	50	200
Melta Gun	8	2D6	10	20	30
Needler	3	D6	35	70	300
Neuro Disruptor	see 40K	-	10	20	30
Plasma Gun	7	D6	20	50	200
Plasma Pistol	6	D6	15	30	150
Power Axe	6	D6+2	-	-	-
Power Glove	8	D6+2	-	-	-
Power Sword	5	D6	-	-	-
Shuriken Catapult	4	D6	20	50	200
Stub Gun	3	D6	20	50	200
Webber	see 40K	-	5	10	20

* Targets will also take damage from the flammable clothing etc.

MISFIRES

Due to most firearms being relics and not maintained to a suitable standard there is a 1% chance that they will misfire when used. Should a '00' be rolled by a player the referee should consult the below table and roll a D10 for the outcome of the misfiring.

Roll	Result
1-2	The trigger malfunctions, no ammo is fired.
3-5	Ammo explodes, firer takes 1D6-2 damage. Gun destroyed.
6-7	Ammo explodes, firer takes full damage. Gun destroyed.
8-9	Ammo explodes, firer takes double damage. Gun destroyed.
0	Ammo explodes, firer takes triple damage. Gun destroyed.

GRENADES

The table below shows the damage that various WH40K grenades will cause, see WFRP page 128 for targeting.

Grenade	Strength	Damage	Area
Choke	3	D6	3m
Frag	3	D6	4m
Knockout	-	-	3m
Melta bomb	8	2D6	2m
Plasma	5	D6	3m
Rad	for Rad Grenades see WH40K rules.		

ARMOUR

The table shows what defensive modification is made as per what type of armour is being worn (also see WFRP p121).

Armour	Armour Points	Area Covered
Carapace	2	Body/Arms/Legs
Flak	1	Body
Mesh	1	Body
Powered	2	All
Conversion Field	1	All see 40K pg114
Refractor Field	1	All see 40K pg116

SECTION 4: PSYKERS

PSI-USERS

See the *Spellcaster* section in WFRP rules page 133.

UNREVEALED PSYKERS

When an Unrevealed Psyker is detected by an Imperial agent such as an Inquisitor the individual will be assessed and if considered safe (no insanities) will be sent to Earth for further assessment and *Soul Binding*. To determine the result of the assessment consult the below table +1 to the roll if the character is of good alignment, +2 for law and -2 for chaos.

Roll D10	Result of Assessment
1	The Imperial Agent will execute the Psyker immediately.
2-3	PC will be sent to Earth to feed the Emperor 40K p146.
4-6	PC will be sent to Earth for further assessment (roll again).
7-9	PC will be sent straight to Earth for the Soul Binding ritual.
10	PC is strong enough to not need Soul Binding.

SOUL BINDING

While being sent to Earth for soul binding is the most common outcome (see WH40K p146 for description and refer to below table for outcome) some powerful Psykers are given status as free Imperial Agents. Such individuals continue an independent advance, choosing whatever careers they like (most obvious is Psyker level 1). These PC's will always have tabs kept on them. Less fortunate, weaker Psykers who are chosen to feed the Emperor often try and escape.

Roll	D10 Result	Roll	D10 Result
1	Blindness, Deafness, Touch, Smell, Taste.		
2-3	Blindness, Deafness, Touch, Smell.		
4-6	Blindness, Deafness, Touch.		
7-9	Blindness, Deafness.		
10	Blindness.		

When your doom comes and you realise that hope is for fools,

INGREDIENTS

Material components are not required to use a psionics, just as ritual movements and words are not needed. Psykers are naturally attuned to the warp, they don't need to enhance the link available to them (psykers are special, rare people).

PSYKERS AND ARMOUR

For most psykers armour has a detrimental effect on psionic abilities, it hinders concentration and destroys the *harmonic aura* that psykers must have when calling upon their powers. Should a psyker draw upon their psionic powers while wearing armour they will have to spend an extra Magic Point for each Armour Point to each part of their body. Thus a carried shield is worth 4, a Jerkin 1, a sleeved Flak Jacket 2 and so on. The reason is that a psyker is a channel, anything bulky like power armour disturbs their *harmonic aura* which increases the effort required to maintain control of the concentrated warp energies.

LEARNING NEW PSIS

New abilities are not learned from a scroll, they are either taught by a *Master* or are stumbled across. Therefore, to the average psyker it will seem that they are slowly developing new powers, paying experience for them as if they were a new spell (WFRP rules page 136), the powers will be chosen by the referee.

Should a *Master* be available (only level 4 in any practice by Imperial Agents or Eldar can be considered such) may understand their powers enough to be able to pass on their knowledge and techniques to students (for the right fee).

PSYKER LEVEL 1-4

This is the *Wizard* career and remains unchanged see WFRP rules page 142

DAEMONOLOGIST LEVEL 1-4

This remains unchanged, see WFRP rules page 145.

ELEMENTALIST LEVEL 1-4

This remains unchanged, refer to the WFRP rules page 146.

PHANTASMIST LEVEL 1-4

This is the *Illusionist* career and remains unchanged, see WFRP rules page 147.

SOUL STEALER LEVEL 1-4

Remains unchanged, this is of course the *Necromancer* career path, refer WFRP page 148.

CLERICS LEVEL 1-4

All religions in the Imperium are outlawed apart from the Imperial Church. This is not to say other gods are not followed, they are, with worshippers numbering in the trillions. But, in such a place as the Imperium this worship is underground and hidden from the authorities. See Section 5 "Religion and Belief" for full details. The career remains unchanged from the *Priest* career in WFRP rules pages 150-151. Treat identify undead as identify Daemon.

DRUIDS LEVEL 1-4

This career has no place in a standard industrial/hive world setting and thus is not considered an option. Should you decide that it is appropriate for a planned outdoor, rural campaign refer to WFRP for the rules to run this career.

PSIONICS

For abilities (spells) see WFRP rules pages 153-181 and the Psionics section of WH40K rules pages 50-52.

It will be then that you are finally aware that we are all the Emperors tools.

SECTION 5: RELIGION & BELIEF

POPULAR ATTITUDES

All citizens of the Imperium will claim to be faithful followers of the Imperial Church. While for the majority this is nothing less than the truth there are still several large minorities whose faith is given to other gods. Followers of chaos are rare (obviously they are also secretive about their true allegiance), far more common are worshippers of the *False Gods*. The False Gods are numerous and have lively, resourceful followings. These are the deities of the stars, trade, war, fertility, navigation, technology and more. While officially illegal in the Imperium, and known as the False Gods, worship is not repressed as they are seen as a stabilising influence in society. Worshippers of such gods are often treated as second class citizens due to bigotry, many of the faithful therefore keep their beliefs quiet, appearing as Imperial Cult followers so that they suffer no prejudice.

See WFRP rules page 193 for *CHARACTERS & GODS* and *TEMPLES*.

SHRINES

Shrines are not as common as they appear in WFRP.

See WFRP rules page 193 also for *BLESSINGS* and *ORACLES & OTHER MARVELS*.

THE WRATH OF THE GODS

See WFRP rules page 194-195.

THE WRATH OF THE IMPERIUM

While worshipping Manann, God of Space will not cause any action by Imperial Tyro's (initiates), Priests or other authorities, it is possible that a character could suffer the wrath of the Imperium. This is generally the reaction incurred by overzealous followers, Tyro's and Priest's of the False Gods. This could be as gentle as a verbal reprimand, jailing or as brutal as execution. The players will just need to be careful, you don't tell a Commissar that he should throw his 'silly' book away and read yours as he is wasting his time with his for example

VENERATION OF THE CHAOS GODS

See WFRP rules page 195.

POPULAR GODS OF THE IMPERIUM

While the Imperial Church is the only religion of state other faiths do operate amongst the peoples of the Imperium as mentioned above. For more information on the *unofficial* churches of the Imperium refer to the WFRP rules pages 196-205, allow for the 40K-isation of these god/dess's.

THE GODS OF CHAOS

For information of the Chaos gods see WFRP page 210 or the two *Realm of Chaos* books by Games Workshop.

THE GODS OF LAW

Many faiths are practised in the Imperium, some of them are based on the preachings of the Gods of Law. These figures are as numerous as the gods of chaos and will not be detailed here individually. For more information see WFRP rules page 210, take note the gods of law are as illegal as the gods of chaos. Both are seen as disturbing and dangerous by the Imperium, because of this any pertaining to follow such gods will be treated as a follower of chaos and dealt with brutally.

SECTION 7: GUIDE TO THE IMPERIUM

THE STANDARD 40K WORLD

See the "Age of the Imperium" section of the WH40K rules. As mentioned previously it is assumed that most campaigns will be set upon industrialised worlds

CONSUMERS GUIDE

The world of WH40K is one of mixed technologies, magic (psionics), superstition and epic clashes in a galaxy scarred by warring, frenzied armies and uncaring gods.

This is not sci-fi, this is dark, grimy science fantasy in a gothic empire. All (human) tech is essentially old tech, a well maintained six hundred year old antique bolter, is the same in appearance and action as one hot from the weapon smithies of Mars, Lucan, Kater IV and Hollos.

Most weaponry and equipment is not purchased legally, it is from black markets or looted from the fallen. It is recycling of the most morbid sort.

Ammunition is a rare commodity, a currency in some places, a treasure in many more. This is why you should make your players keep track of every round they fire, it is your choke.

Currency throughout the Imperium is the IC - Imperial Crown, below are price lists for 40K items, for others see the WFRP rules book in section 7.

Item	Cost	Enc.	Item	Cost	Enc.
Auto-gun	120 IC	45	Bolter	140 IC	60
Flamer	100 IC	60	Graviton	300 IC	65
Lasgun	110 IC	45	Melta Gun	225 IC	50
Needler	130 IC	40	Plasma Gun	265 IC	50
Shuriken Cat	205 IC	35	Auto Pistol	60 IC	25
Bolt Pistol	100 IC	25	Chainsword	60 IC	60
Force Rod	450 IC	50	Hand Flamer	80 IC	40
Las Pistol	60 IC	25	Needle Pistol	70 IC	20
Neuro Dsptr	320 IC	35	Plasma Pistol	120 IC	45
Power Axe	40 IC	75	Power Glove	120 IC	90
Power Sword	45 IC	70	Stub Gun	80 IC	35
Webber	190 IC	55	Strd Ammo(12)	20 IC	12
FlmrAmmo(6)	80 IC	10	GrvnAmmo(6)	30 IC	10
MeltaAmmo(6)	30 IC	6	NldrAmmo(12)	15 IC	6
Plas Ammo(12)	30 IC	10	ShukAmmo(20)	40 IC	10
WebbAmmo(6)	24 IC	6	Choke Grenade	20 IC	2
Frag Grenade	15 IC	2	Knockout Grnd	20 IC	2
Melta Bomb	45 IC	3	Plasma Grenade	30 IC	2
Rad Grenade	800 IC	4	Carapace Armr	550 IC	230
Flak Jacket	30 IC	40	Mesh Coat	120 IC	70
Powered Armr	650 IC	40*	Conversion Fld	270 IC	10
Refractor Field	290 IC	10	Motor Bike	300 IC	-
Motor Trike	355 IC	-	4 Whld Vehicle	2000 IC	-

*Power Armour has little encumbrance value as it is a bionic exoskeleton.

See WFRP for other prices (p293+). The prices above are a reflection of availability and it should be made plain that most purchases for illegal items have consequently inflated prices. Maria Hopenmeir is not going to sell you a Bolter for a RRP.

CAMPAIGN IDEAS

WH40K is rich with villains and potential adventure. Easy plot devices to devise and elaborate upon are suggested below;

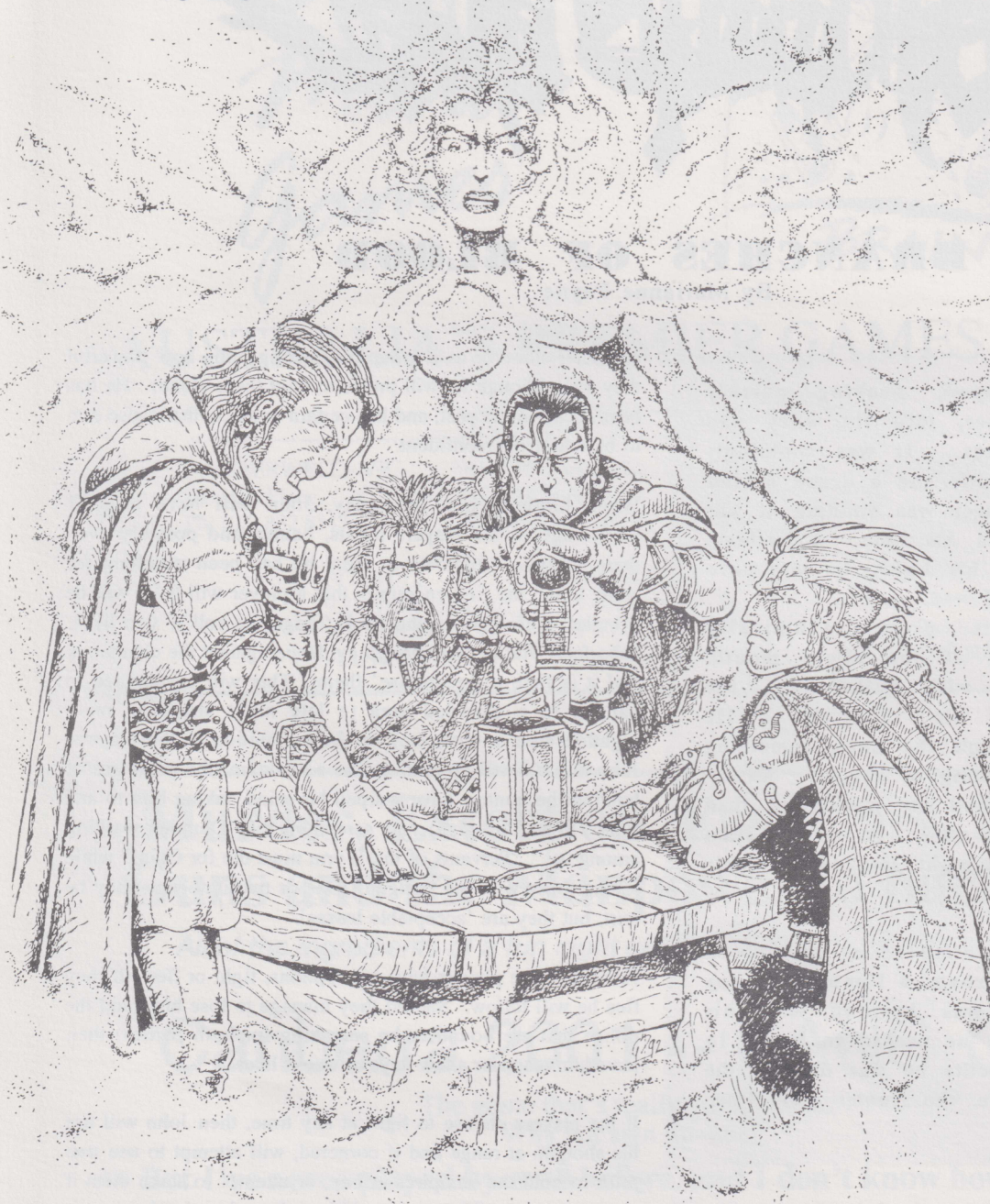
A Vampire hunt in the city, perhaps a well connected entity,
Genestealer infiltration of a planet, be careful,
The incoming Tyranid invasion,
Merchant House rivalry and feuding or
a mad scientist is seeking some test subjects.

If you would like to see more Warhammer 40,000 Role Play material please write in as we will only print more details, scenarios, careers and races if there is a very strong demand for it as this game system is unofficial.

SHADOW LEAGUE

LIVE ROLE PLAYING CLUB

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Membership costs \$25 (\$15 concession) and entitles you to cheaper games, a bimonthly newsletter, and discounts at various gaming stores. Weekend games cost on average \$35-\$45 with discounts for members and concession holders.

Shadow League is based in Melbourne, with additional clubs in the Latrobe Valley and Port Augusta. In 1993, we will be expanding to the Gold Coast, Newcastle, Bairnsdale, and Denmark (That's right folks Denmark!).

Shadow League's next major event is the three day "Summer Festival", being held over the Australia Day long weekend, at Maribyrnong Park, Keilor, 30 minutes from Melbourne.

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For more Information on rule systems, where we play, what we do, and the club in general, remove and post this form to
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Please send me more information on LRP. I would also like information about the following (tick boxes.).

- ☐ The Australia Day '93 72hr Event ☐ Weapon Smith Products ☐ Setting up a LRP Club

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BRANCHES OF BLOOD

By Marianne Payne

Sebastian stopped, ducking quickly around the corner, into the alley and behind a dumpster. It was soothingly dark, rain fell lightly and a drunk snored nearby. The hunger was building, it was the dark of night, his time. Crouching, Sebastian hugged his knees, he was sure he was being followed.

Slow footsteps grew rhythmically closer, hesitating at the alleys mouth. Sebastian shook with anticipation, the thirst blurring his thoughts. He remembered through the haze, something of warning, something of danger. Xavier had been found dead two weeks ago, then Isabel a few days after. Leroy had been next, found last night, staked at their haven.

Eternally dead.

Someone was hunting them, probably a Werewolf pack, perhaps a Hunter. In any case, Sebastian was burning with his craving for blood, he needed to feed. In the agony of appetite he was deaf to the sounds from above, the Hunter was close.

Very close.

White Wolfs' *Vampire* RPG is a game best played with many intertwined and independent plot lines. Unfortunately, it is difficult to create distinct plots separate from the main story which can retain their own character. Presented here are two chapters that can be interwoven into any chronicle, providing an ongoing secondary story.

Don't Look Now...

John Savage is a vampire hunter, he has a high knowledge of the kindred and he hunts the hunter. The first the players should know of John is when he confronts them (one

character alone or as a group, depending upon how powerful they are, although he will prefer to hunt them alone). He has been lucky in the past, and has certain contacts that cause him to be rather overconfident.

When bringing him into play, John will have a good knowledge of the players habits, haunts and possibly even their havens. Unknown to them he has been watching for some time. the first encounter that a player will have will be a bullet, preferably in the back (fudge the roll if you like). John feels that he has enough evidence against the characters and it is time to 'neutralise' them. This will be planned to happen in a crowded area (a late night shopping mall, nightlife area, a club, etc), to draw attention to the players. John himself will be ranting like a madman (the pressures of hunting the hunters have warped his mind, taking him to and finally over the edge) and screaming of "Demons walking among us!", "Servants of the Wyrms must die for Gaia!" while letting loose with his shotgun. One or two innocents may be hurt, but they are 'acceptable losses'.

From here the players have two options, fight or flee. If they flee he will follow. Should they manage to lose him (and the police that are bound to be searching for both parties) then have him reappear a few days or weeks later.

If the players choose to fight at any time, then John will use his shotgun at range and if cornered, will attempt to use *true faith* to hold the vampires at bay, or attempt to stake them if they come close enough. Although a fanatic, he is not suicidal, and will attempt to withdraw if his life seems seriously threatened. When he finally dies, try to make his death violent, brutal and with as many witnesses as is possible. Then if this doesn't leave the players with enough problems, John has some strange relations...

John Savage-Vampire Hunter

Attributes; Str 3, Dex 3, Sta 4, Cha 1, Man 2, App 2, Per 4,
Int 2, Wit 2.

Abilities; Alertness 4, Athletics 3, Brawl 3, Dodge 4,
Intimidation 2, Leadership 1, Streetwise 2,

Subterfuge 2, Drive 2, Firearms 4, Melee 2, Security 2, Repair 1, Stealth 2, Investigation 3, Medicine 2, Occult (Vampire Lore) 3, Bureaucracy 1, Willpower 8, Humanity 5, Conscience 2, Self-Control 2, Courage 4.

Backgrounds: True Faith 8 (Equivalent), Resources 2, Allies 3. Equipment: Shotgun (Sawn off), Trenchcoat, Stakes, Fake ID, Notebooks, anything else that you feel is appropriate.

Didn't You Kill My Brother

Unfortunately for the players John has a brother, Marc Savage. Even more upsetting is the fact that he is a lupine, and has a very short temper. When he finds out that one of his kin has been brutally done in, he will react in the most natural way, swearing a blood oath to find them and avenge the act. Finding out who did it is simply a matter of talking to the right spirits in the umbra (John's ghost for a start).

If the players think that they had it bad being hunted by a loony, then don't tell them the bad news, life gets worse. Marc and his pack will now be on their heels and the storyteller can have them turn up at the worst possible moments, or when the chronicle pace is slowing. Marc is a lupine of some standing in his Sept, and can call upon many resources. He also knows their is honour and glory to be gained through living to fight in the big picture, and so is shrewd enough to retreat when things are not going his way. He sometimes hunts alone, but usually accompanied by at least 3 other pack members.

Marc Savage-Lupin Pack Leader

Aspect: Ahroun, Tribe; Glass Walkers

Attributes: Str 5, Dex 4, Sta 5, Cha 4, Man 4, App 3, Per 3, Int 3, Wit 3.

Abilities: Alertness 4, Athletics 1, Brawl 3, Dodge 3, Intimidation 3, Primal Urge 3, Leadership 3, Streetwise 2, Subterfuge 3, Drive 1, Firearms 2, Melee 2, Security 2, Repair 1, Stealth 3, Investigation 1, Medicine 3, Occult 1, Rituals 2, Willpower 7, Rage 7, Gnosis 4.

Backgrounds: Resources 3, Allies 2, Contacts 2, Kinfolk 1.

Gifts: The falling touch, Control simple machines, Persuasion, Jam technology, Spirit of the fray, Control complex machine.

Equipment: anything the storyteller feels is appropriate.

Full Werewolf stats have been given for those with the Werewolf rules also by White Wolf. Otherwise add +4 to Str, +3 to Sta and +1 to Dex when in Werewolf form, use the Vampire rules and ad lib for the gifts and anything else you are unsure of. After all, it is your story.

Try not to kill both of these characters off in the first encounter and they will provide numerous diversions for your players.



WOAD FOR WARRIORS

Useful Magic Protections by Paul Mitting

This article is equally useful for referees running Unae campaigns, AD&D Dark Sun Campaigns or 'traditional' AD&D campaigns. In Unae, the warriors of the northern regions have used woad protections for as long as they have warred. In Athas, the intense heat of that desert world make it imperative to find alternative protections to hot and heavy armour, and in other AD&D campaigns there are innumerable barbaric races who could benefit by these rules.

HISTORY OF WOAD

Amongst many early cultures, the wearing of protective armour was very rare. The prohibitive cost and difficulty of producing such things often meant warriors had to rely on their own skill at arms and the magic of their shamans to keep them safe.

One of the most well known of these ancient protections was the covering of the body with swirling designs and patterns. These patterns, essentially Celtic in design, were daubed directly onto flesh using the blue coloured dye of the woad plant. Woad was meant to defend it's wearer against both physical enemies and magic from the spiritual world. In some cases the designs were actually tattooed onto warriors body for a more permanent protection.

Other tribal cultures developed similar concepts for giving magical protection. They may have used tattooing, ritual scarring or painting the body with coloured clays and natural pigments. The desired effect was the same.

To simulate these early and in some cases barbaric practices in a gaming sense is not difficult. I hope the following rules will give some idea of what to aim for.

TYPES OF PROTECTION

The type of protections offered fall into two broad categories. There are Physical (or natural) defences and Magical (or spiritual) defences. A skilled Shaman will be able to imbue his tribe's warriors with both types of protection, but some warriors and bards may also learn to apply the basic patterns. Table 1. shows the two groups of woad patterns and their benefits to the wearer. The first four

designs are Natural Defences and the latter three are Spiritual Defences.

Table 1: WOAD PATTERNS

Design	Benefits
Weapons	+2 to AC in melee
Missiles	+3 to AC vs missiles
Natural Creatures	+4 to AC ¹
Natural Forces	+4 to Saves ²
Spells/Magic	+2 to Saves
Supernatural	+1 to AC
Magic Resistance	+5% +1/level ³

1. Creatures of the warded type will avoid the protected character.
2. Gives +4 to any skill saves to avoid injury or harm from natural forces. E.g. if the warrior falls in raging river, he/she gains +4 to any swimming non-weapon proficiency.
3. Bards may only give a flat 5% Magic Resistance bonus, regardless of level.

WOAD APPLICATION PROFICIENCY

Any tribal shaman may learn to apply the two groups of Protections. The skill works as per the 2nd Edition AD&D non-weapon proficiency. To learn all of the Natural Protections costs the shaman 1 non-weapon proficiency slot. To learn all of the Spiritual Protections costs him 2 slots. Bards and warriors may learn individual Protection designs as follows:

Warriors - each Natural Protection design costs 1 slot to learn. Spiritual protections cannot be learned.

Bards - each Natural protection design costs 1 slot to learn. Each Spiritual Protection design costs 2 slots.

The proficiency is based on Wisdom. The player will not know whether a particular application has been successful until the first time it is needed. At this time the referee should decide whether the character would be aware that the woad design has failed. It may be that if the character made his required saving throw without the added bonus, or was missed

character made his required saving throw without the added bonus, or was missed due to his own armour class rather than the enhanced armour class of the woad, then the failure of the woad wouldn't be noticed. Applications of a temporary design may be successfully done with a skill throw at the normal value. Applications of a permanent design by a shaman will be against his Wisdom minus 2. This represents the difficulty in imbuing the design with lasting potency. Each additional day spent in performing the permanent ritual will reduce the negative by 1 from -2 back down to the shaman's normal chance to succeed. Thus, if three days are exclusively spent on the process, the shamans chance of success is the same as for a temporary design.

APPLICATION TIME

Each protective design takes a shaman one full turn to apply. A warrior with the skill takes two full turns to apply a design. A Bard takes one full turn to apply any Natural protection, and two full turns to apply any Spiritual protection.

Only a shaman may apply a permanent design (by tattooing or ritual scarring). This takes the shaman at least one full day, during which he and the recipient may perform no other tasks nor be disturbed.

COST OF WOAD

In the players own tribal environment, the ingredients will be normally available from the shaman at a cost of 20gp equivalent per application of a design. The cost for the shaman to do the application will either be free if it is for tribal reasons or whatever the market will bear for personal reasons.

The shaman will be able to find the required ingredients in his own familiar or similar environment with a successful proficiency throw versus Wisdom. The referee may allow bonuses or penalties depending on the surroundings and how well the shaman knows them. Table 2. gives a suggested list of modifiers - not all of these are appropriate to every tribe as each has its own method of daubing and their own special ingredients.

Table 2: SEARCH MODIFIERS

Terrain/Season	Modifier
Home terrain. Well known	+2
Similar terrain to home	-2
Foreign or alien terrain	-4
Autumn (cumulative with above)	-2
Winter (cumulative with above)	-4
Druids active in terrain	+2

In an unfamiliar environment, obtaining the ingredients may be either impossible or extremely costly. For example, the needed ochre, pigments or ashes may have to be specially imported from the shaman's home environment. There may also be

home environment. There may also be substantial delays in this process. The referee will need to make a decision here as to the costs and time taken to obtain them. A suggested cost might be 100gp per application.

Keeping a stock of the required ingredients may be possible for the adventuring shaman or character. If properly prepared for storage (again, this means making a successful skill throw) a shaman may keep the ingredients for 1d10 +1 days. A bard or warrior may attempt to do the same, but being less attuned to the natural world they can only keep such ingredients for 1d6 +1 days.

DURATION OF WOOD PROTECTIONS

Each application of a particular protection will generally last 1 day before losing its potency. This time may not normally be extended, as the ingredients used lose their natural vigour once incorporated into the design. The duration of a protection may be shortened however by such things as fast running water, heavy rains, repeated abrasions where the design is placed, or by such magical effects as an Erase spell. Note that an Erase spell must save against the level of the character who created the pattern, not the level of the wearer.

Permanent designs or patterns will generally last the life of the wearer. According to most tribes, the benefits of such protections also extend into the Other World beyond death.

THE NECESSITY OF FAITH

The underlying principle behind the effectiveness of Woad, or indeed any similar protections, is not so much the physical pattern or ingredients but rather the wearers belief in them. Thus, only tribal characters may use these protective designs and patterns. A member of a similar tribal culture may be able to benefit from another's style of protections, but this is subject to referee approval. Under no circumstances should any non-tribal character be able to gain any benefit from these protections unless he has had sufficient time to gain the belief in them. This would only come from the tribal gods, participating in the daily working life of the tribe and aiding them in their battles against enemies.

GRANTING OF PERMANENT PROTECTIONS

Most warriors of a tribe can expect that when participating in battles for the safety or honour of the tribe, their shaman will apply woad for no fee. This is an integral part of the shaman and tribal elder's functions within the community. However, the granting of a permanent protection will only come after the warrior has performed great and heroic deeds for his tribe. By rendering invaluable service, the warrior is granted the great reward of the bestowing of a protective tattoo or ritual scars of his choice. Such rewards should be carefully managed by the referee, as once given these permanent protections are extremely difficult to remove.

LIMITS TO THE USE OF PROTECTIONS

A very important aspect of the belief in such protections is that the use of heavy armours or other protective magical artifacts is scorned. Any tribal warrior of even minimal honour knows that to go into battle protected by the tribal gods is a far greater heroism than plodding around in 25 kilos of plate mail. On Athas it is much cooler too!

Therefore, any tribal warrior using woad or similar protections may not wear armour heavier than ring mail. The use of shields is quite acceptable, as is the wearing of impressive helmets. Any clothing or armour worn must not under any circumstances be allowed to obscure the designs. They must be proudly displayed to the enemy in order for the wearer to gain their benefit.

I hope these suggestions are useful to characters and referee's alike. Obviously, they are intended to be for barbarian style characters (for further information on the Realms Barbarian class see *Wild At Heart* in issue 6). However, there is no reason why any tribal culture in your game world shouldn't use such protections. This includes non-human tribal types too. What is good for the PCs is better for the under-equipped NPCs! Certainly, Unae ogres have been known to tattoo themselves and fight bare-chested, much to the consternation of the 'civilised' Burvois paladins who find their opponents more difficult to despatch than their armour would suggest!



The Dreaming Streets

By Malcolm Adler

This issue we have presented the last part in our current series of articles dealing with an Australian setting for the Shadowrun RPG. Here we include a short scenario introducing players to both Melbourne, Sydney and the Dreamtime.

A Prologue

It has been rumoured for sometime that the streets of Kings Cross and Woolloomooloo in Sydney are home to a tribe of Mimi, creatures of the Dreamtime. One night the tribe of Mimi attack a group of men in their territory, killing all including Bruce Bevan - a wealthy but aging tycoon. Elsie Bevan, the deceased's bitter wife is hungry for revenge. The players will be offered the job.

Introduction

This scenario is set in both Sydney and Melbourne (and consequently on the VFT rail link). The scenario revolves around the players getting paid by a very upset and powerful old lady wanting her husband's death avenged. The culprits are a tribe of Mimi (see issue #7) who inhabit an alley that her husband happened to stroll down. He was killed and mostly consumed by the Mimi. Elsie Bevan wants the Mimi destroyed, but the authorities are ignoring her requests, consequently a Mr Johnson approaches the players with a proposition.

Plot Synopsis

1. The players witness the attack, hear the anguish caused and are one of several groups who are approached the next day.
2. A 'Mr Johnson' makes them an offer, while he is not their usual fixer this is a fairly unusual client.
3. The players go to work, they need help, as at least forty Mimi live in the alleys of the area.
4. It is suggested to them by a contact that they seek out 'Lightning' in Melbourne, a powerful Mage with Dreamtime knowledge. Travel to Melbourne by VFT.
5. In Melbourne they find Lightning eventually and head back to Sydney. On the VFT Lightning is attacked (Marega), the players will have to defend him, consequently they are going to have to answer some questions with AustRail security (having weapons confiscated).
6. The players get Lightning to the alleys, he astrally scouts the area and returns after twelve hours of rest and meditation. He starts to cast, trying to destroy the Mimi. A hysterical Elsie Bevan arrives to watch, just in time to see Lightning get counter attacked by Aboriginal Shamans from Marega.
7. Lightning burns himself out, he collapses and crawls out of the alleyway, his last protection spells failing. Marega's Shamans fade away, as do the Mimi. Elsie Bevan is blathering, technically the party has failed, the police are no doubt on their way.

Street Fire

The players are sitting around a table of their local bar 'Bluey's' in Woolloomooloo, when gunfire erupts in the street. Being intent on not missing any of the action half of the pub's customers flock cautiously outside onto the street and down the side alley beside the bar where all the noise is apparently coming from. It seems that one Bruce Bevan, an elderly but wealthy self made corp type is lying rotund belly up. He has been brutally attacked, by the wounds it would have to have been by Dreamtime critters. Bruce's

half consumed body is surrounded by three bodyguards who are also motionless. One of them twitches, opening his mouth he bubbles forth blood, gargling his own life fluids he tries to speak.

The screech of tyres bring a Nightsky to the street opening of the alley. A hysterical old lady jumps out of the car flanked by two bodyguards and a suit, and runs to her dead husband. The suit leaves Elsie to her mourning with Bruce, kneeling to the dying survivor who spits out a few strangled words "Mimi, in the walls. Mimi! Mimi!" He then drowns in his own blood, people look nervously at the dark and cracked walls, things move in every crevice and a strange fog rolls from down the alley towards the stunned observers.

A Spot of Bother

As soon as the fog starts to gather people flee the alley, the suit leads an inconsolable Elsie Bevan back to her car. She is calling to her dead Bruce "Always had to walk! Why couldn't you take the car like everyone else! Selfish Bruce! After all of my years..."

Elsie is eventually shut up by someone in the car, a maid or some such help. The car speeds off. Mr Suit is left standing in the street staring at the players and several other runner groups (who may be in the bar or street), he raises his hand and another Nightsky arrives, taking him away. Nobody moves to retrieve the corpses, let the authorities deal with the mess, or perhaps there will be nothing left soon enough anyway.

The following day the players (who should have returned to their regular watering hole) will notice Mr Suit back at the pub, within minutes he will introduce himself as Mr Johnson and ask them if they are available for a bitter widow's vengeance. He offers them 5,000 nuyen each if they are prepared to take out the Mimi. They have four days to deliver (Mr Johnson will leave a number).

Up a Stream Without a Paddle

Everyone knows that Dreamtime stuff is bad for business, the party by making some general enquiries will discover that at least three dozen Mimi live in the immediate area as a tribe. It will be pointed out to them that they need heavy duty magic (or you can let them try to blow away the Mimi - ha!). This being the case, contacts will all point in the same direction, Melbourne. The players will be told they need 'Lightning', one of Australia's best mages (Mr Johnson will okay the fee).

The VFT

The players fare to Melbourne will be paid by the client, the return trip will cost them 485 nuyen, this will get them their own private cabin (6 seats). The trip takes 3 hours from city to city.

Moomba in Melbourne

Melbourne is in the grips of the Moomba Festival. This week long party has become quite an event attracting travellers from all over the globe. The city is packed for the event, and consequently security forces are on max alerts. Many people on the streets will be drunk, drugged, chipped or spoiling for a fight for one or all of these reasons.

Should the players make enquiries at the right kinds of places (most pubs in the Port Melbourne area) they will discover that Lightning will be at a street party that afternoon and night. The players are going to have to search the party for Lightning, while doing so they should be involved in several (near) scuffles with the crowd as most of the guests are gutter scum or shadow folk themselves and in their present 'Moomba' state will be quite happy to beat someone senseless. Have the players hassled by hucksters, gangs, security and anyone you feel is appropriate as they move around this 'unknown' turf. An Aboriginal Sorcerer is King of Moomba.

Lightning

The mage (show this issue's cover to the players) will be found at the centre of the event, after the players have had at least two or three 'discussions' with people. You should make it plain to your players that this is not the place to cut loose with a big gun, the cross fire from five thousand wannabes, runners, gangers and gutter kids would certainly kill them. Should the players indicate that they want to talk business with Lightning he will see them.



If they try and befriend Lightning he will assume they are fans, or at least losers trying to gain his favour. If this is the impression he gains he will avoid them, even going to magical lengths to stop conversation. If nuyen is mentioned will he listen,

A Deal is Struck

Lightning is asking for 10,000 nuyen, Mr Johnson has already okayed the fee, after all Lightning is the best. But time is short and the players will need to bring the mage back to Sydney quickly. He will need to gather some things, buy a VFT ticket and then will be ready to leave. Depending on how involved you want the scenario to be this might be an opportunity to introduce Marega, tell the players that they feel like they are being watched, not being able to see anything or anyone obvious, just that they feel uneasy. When Lightning heads back to his apartment to collect some talismans he discovers that someone has forced the door and disarmed his warding spells. His home has been searched, his sanctuary. Scouting astrally he will see a traditional Aboriginal Sorcerer leaving the building, the same one who the players passed at the street party. The astral image is but an echo, the mage is long gone, a sign of his immense power.

To Sydney, Nearly

As Lightning and the players near the platforms to board the VFT they come under attack. There are Four Aborigines, one obviously a sorcerer and they are all taking shots at Lightning. Their objective is to take out the Mage as they have been able to (through their network of sources) deduce that the Sydney Mimi colony is in danger. Because the force is not that strong the players will hopefully realise they are in for more trouble during the trip. The force is an Aboriginal Sorcerer (Issue #7) and three 'former tribal warriors' (see Shadowrun II or Sprawl Sites).

A Distraction

Assuming that the attack at Spencer Street Station fails there will be a second party of Marega members on the VFT itself to harass the players all the way to Sydney. You should deal with this as you see fit, this second party is made up of one Sorcerer and four more warriors (treat one as a street samurai). The group will attack whenever the best opportunity presents itself, most likely just before the Canberra stop. They are not stupid and will not fight to the death, their last stand will be in the Sydney rail terminal.

To Sydney

Once arrived at the Sydney rail yards Lightning will be most eager to finish his work and get home. He will insist on being taken straight to the alley to scout it out and then to a safe place, and after all that's happened on the VFT he means SAFE!

By scouting out the alley he's talking about an astral recon. This will take twenty minutes which he will do from the pub, while the

rest of the players buy him a round. Once done he will need twelve hours to prepare himself. Then he will want to go back to the alley and get it over with, the sooner done, the sooner he can go home.

The Dreaming Street

The players lead Lightning to the alley, he strides down into it readying himself. He gestures for the party to follow but not to pass him or use their weaponry as it will disturb his concentration.

The alley is dark, still and strewn with garbage. The players will continually see dark, thin shapes at the corner of their vision, this will be the Mimi sneaking around. Within a minute of entering the alley Lightning will start casting. All hell breaks loose when this happens, the Mimi (around forty of them) will attack the party and the mage. Sometime during the combat it will become plain that there are Aboriginal sorcerers casting in the alley too. The hint should be given to the players that they are in BIG TROUBLE and should flee the alley. The combat will not spill onto the street, as soon as things get nasty Elsie Bevan will arrive in her Night sky with four bodyguards and Mr Johnson.

Marega

As the magical combat settles down the smoke clears, revealing an Aboriginal Sorcerer (the Moomba King) sitting cross legged, he looks at Lightning and as the smoke clears points the bone at the mage (see issue #7).

Lightning Can't Strike Twice

After giving it his best shot, Lightning knows he has stepped over the line. He's burnt out. Crawling out of the alley is his only chance of survival, this is exactly what he does. The players should be made to feel aware of what they have been a party to. Lightning is not going to cast anymore, the life of a Charlatan beckons.

Marega Never Misses

Marega is a shadowy organisation that is hidden in the EZ, it has Deckers, Shamans and Sorcerers - all at call. It is thought to be the nucleus of a developing Dreamtime nation. While the Shamans of Marega do not want to kill Lightning, they will not tolerate his interference in the Mimi colony they have established. During the pointing of the bone, it is made clear to Lightning by the Shamans that if he returns to Sydney he will die from the curse. Lightning, will not blame the players completely for the incident but he will be glad to see the last of them for now.

Calling it Quits

If the party is smart, amid all the confusion, smoke and general chaos of the confrontation the hysterical Elsie Bevan, with her failing eyes is likely to believe anything. If the party convince her that the Mimi are dead (a living Lightning is the proof!) she will give them the agreed payment on a cred stick, her minders will not intervene. So although the party has failed they can be made to at least feel a bit better because they ripped off an old lady.

The Pieces

Lightning is a powerful Mage, use the archetype in the Shadowrun Rule Book, but add to it whatever you feel is applicable - remember he is one of Australia's best. Even though the party has caused his downfall he will be prepared to work with or for them at later dates. When he leaves for Melbourne he should make this clear (but he will not return to Sydney due to the curse).

The other good contact the players have made will be Mr Johnson. While the party are not exceptional he will keep them in mind for future work that Mrs Bevan needs done. He'll also (for the right fee) be glad to give them info on corps for hits and runs in the future.

The End

I'm afraid not my friends... this is just the beginning! This scenario can be used as an introduction, the basis of an Australian Shadowrun campaign. To expand on this intro increase Marega's involvement or turn the *Moomba in Melbourne* episode into a deeper hostage/kidnapping/theft/item retrieval scenario. Other plots can be developed, perhaps the players stumble across Marega's ultimate goal which is the retaking the urban blights (thus the Mimi colony, the first of scores planned), or possibly they find something worse of your own devising.- Enjoy!

Letters

Andrew Leitch
Bullcreek WA

Dear Nick,

I understand that Realms appreciates criticism. Most of the people I talked to thought the "Isle of Crowns" Play-By-Mail article broke up the flow of the magazine and detracted from its overall impact.

The printing in the "Wild at Heart" article (issue 6) was pretty smudged and in a different type face to the rest of the magazine. The article itself was well written but I thought I should point out that barbarians can quite easily be lawful. Vikings and Celts at least had very strict and defined laws regarding conduct in society and recompense for injury. Their laws might be incomprehensible to "civilised" peoples but they existed nevertheless. It is interesting to note that Vikings were hired as bodyguards of at least one Byzantine emperor because they were more trustworthy than his own "civilised" soldiers.

I have briefly looked at issue 7 and I must complement Vince on the cover, its the best yet! Lastly on size, it was over too quickly. There was not enough substance to the magazine.

Andrew and friends missed the point of

the "Isle of Crowns" insert if they took it to be an article. It was no such thing, and was clearly marked as a "Special Offer - Please Remove this 4page section".

I'd say your comments regard lawful barbarians have merit; each campaign needs to make its own decisions on what it means to be 'barbaric'. I'd be interested to hear other reader's views.

Regards size and substance; we have already done a lot on this score by expanding our format by 12 pages since issue 6. With a smaller type face, better layout and the great support of advertisers like Dynamic Games, we have managed to cram in heaps more text into the magazine.

Yes we do appreciate criticism, it is the best way for us to learn how to improve. I urge all readers to make their opinions known to us! Thanks, Andrew.

Tsuyoshi Yamashiki
Tokyo, Japan

In reference to the 'Quest' Insert from Dynamic Games:

"I'm a Jap, I'm 22 and GOD AM I HOOKED! Nuf sed."

Another satisfied customer? PBM is truly an international hobby!

Chung Wha
Paddington NSW

Dear Nick,

I am pleased you have re-appeared on the news stands, its about time a good Australian magazine was available.

I love the A-Team, - can't wait to see it go graphic. I also liked your Warhammer 40,000 Role Play idea - my group has been playing a hybrid campaign for two years. Your reviews are OK, relevant but too short, and I think Dice Are Dead is quite interesting. One thing, you should stay away from Runequest - didn't it die out with the 3rd edition (I thought so, anyway).

Anyway keep up the good work.

We're not sure about your 'Runequest' opinion - but we're willing to take more mail to find out. Someday soon we will do a reader's survey. Until then, we'll try to get it right by reading your letters and talking to lots of people at clubs and shops.

Peter Read
Dynamic Games
Kanhooka, NSW

G'Day Nick,

Just a thank you note to you and your staff at Australian Realms for the co-operation and assistance given to me. It is great to find a company that provides that long lost thing called 'Service'. It certainly encourages me to promote your magazine. The response for Quest has been overwhelming. I have received a very good response, possibly the best response I have had to any ad in any magazine, and the issue hasn't reached everyone yet.

Regards Peter

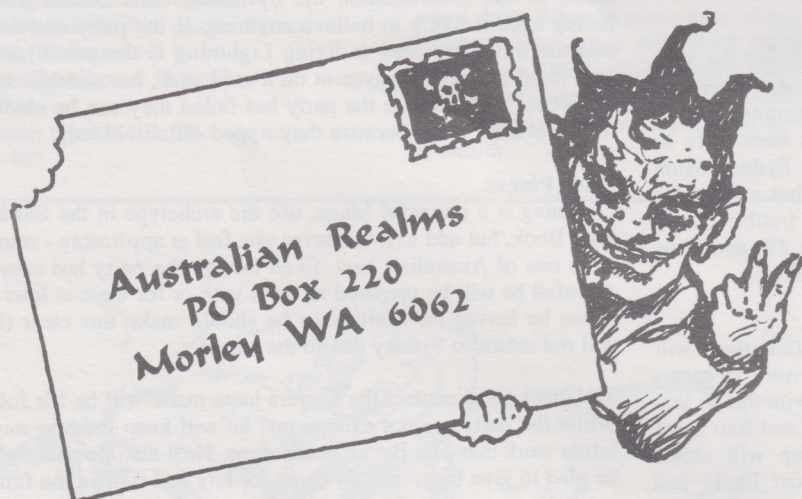
What can we say - thanks for the feedback, Peter. We are pleased to hear advertising in Realms is working for you. We will not rest on our laurels, however, so look out for more improvements and even better service.

Guardians Competition

The response to Issue 8's competition was very good. Thanks to all those people who entered. We will be posting out the 10 winner's copies of Tony Shillitoe's book (provided by Pan Australia, thanks again) before this magazine hits the streets. See page 37 for a review of the book. For those of you who didn't know the six members of our A-Team are:

Wilson Wormke, Shana, Virgil, Abel Zeek, Mango the Magnificent and Spud.

If you look carefully you will find Spud's ugly mug splurged through this issue!



Spud would just like to mention that if you'd like a reply to your letter, please enclose a Stamped Self Addresses Envelope.

Lip Service

Welcome to the first installment of an irregular column where we can update you on happenings at *Realms*.

A-Team Comic

See below and over the page - Andrew and Scott have been very busy converting the popular *A-Team* series into a graphic format. I trust you enjoy the fruits of their labours. An *A-Team* book ready this time next year? If you want it, we'll print it!

Positive Discrimination

Australian Realms is always looking for newwriters and artists. New talent will be gracing the pages of this, future issues and other planned releases. A large number of these new talents are women, and we are glad to see such numbers of enthusiastic people in an industry that seems so male dominated. Already featured are Karen Leaning, Karen Ogden and Marianne Payne, plus we anticipate introducing a new artist to you shortly, Melbourne's Keri Valcova.

Unae

The Unae campaign material is gathering pace in its evolution. As we mentioned last issue we expect to have a module printed later this year. There is still room on the project team if anyone out there believes they have something to contribute. We suggest you read the Unae material published to date to gain a feel of what we are looking for then forward a single A4 page outlining the idea behind your submission to our usual address.

Crank Rankles

We announce the arrival of Peter Crank, with an introductory book review appearing on this page. In future issues Peter will be given space to review whatever books he pleases.

GUARDIANS - THE FIRST BOOK OF ANDRAKIS

TONY SHILLITOE, PAN AUSTRALIA 1991, 417 pages

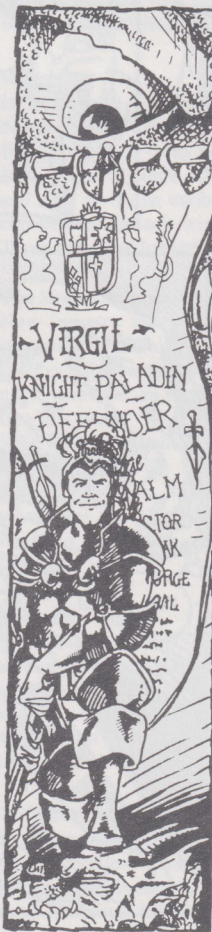
This is the best Fantasy book of the year, NOT!

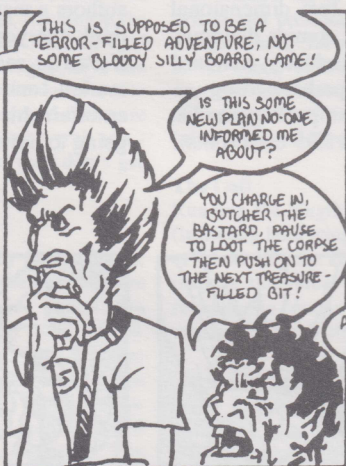
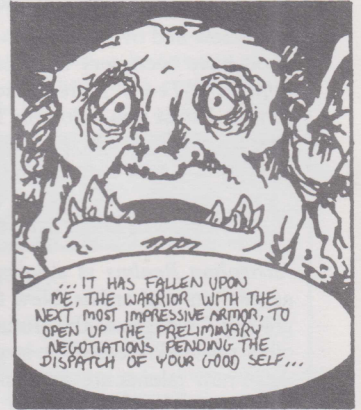
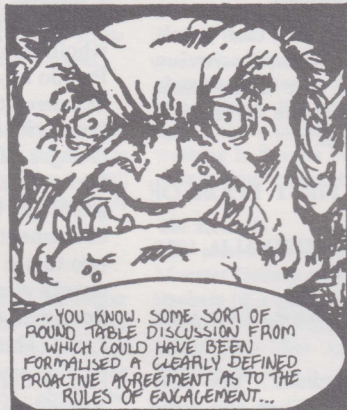
What's wrong with 'Guardians'? Lets start with a bone weary plot. Then add some colourless characters, a two dimensional setting and some Marvel comics dialogue. Wrap it all up into an industry standard 'dragons-on-the-cover'-paperback-trilogy-just-in-time-for-Christmas package and it will sell like hotcakes (\$12.95 each folks).

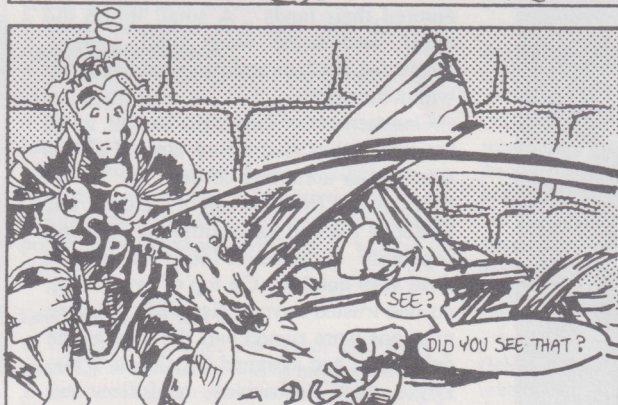
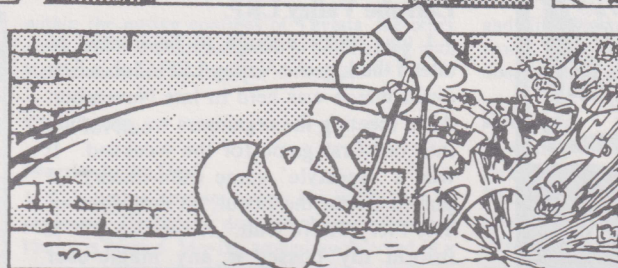
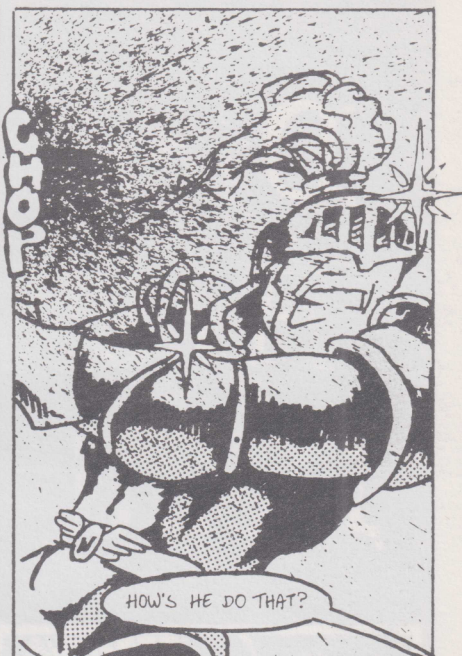
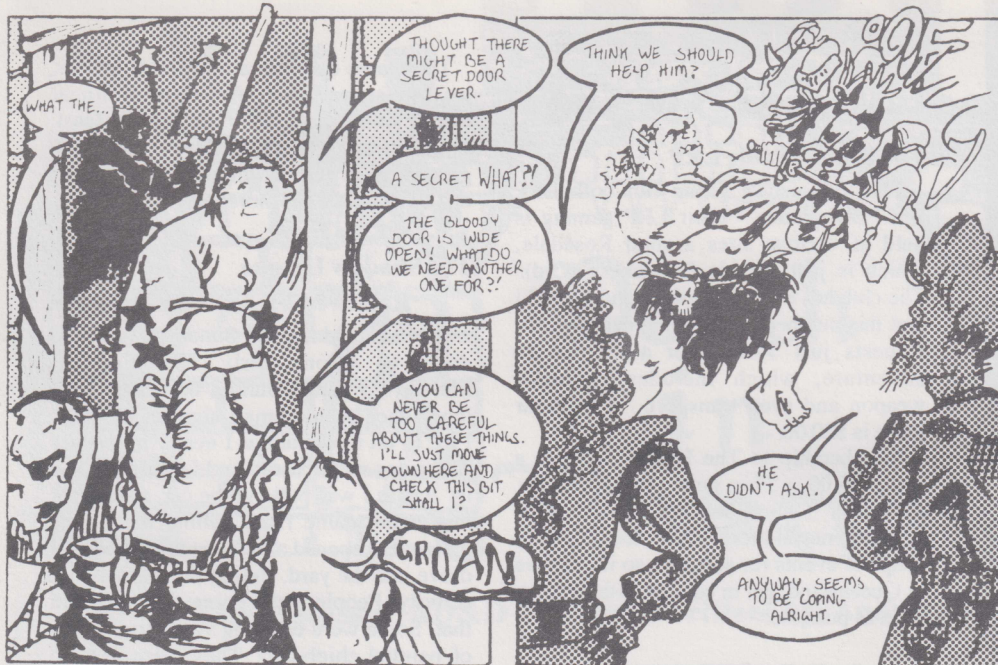
Right? Wrong, (I hope).

I know Shillitoe's heart is in this book, but it just doesn't work. There were moments when, and I hate to have to say this, I laughed out loud at the dialogue. At times I felt like I was reading Terry Pratchett. The following gem occurs on page 224 when the still ignorant A Ahmud Ki is being shown his first sailing ships by a friendly sorceress and the pair are accosted by unfriendly locals on the docks: "We don't like your types nosin' roun' our docks." and gets worse from there. Maybe I missed the point, maybe Shillitoe is playing for laughs here, but to me the whole thing screams "RE-WRITE!". Did Pan do any editorial work on this book? I wondered that as I hit repeated examples of poor visualisation and awkward scene changes. There are many occasions in this book where sudden action leaves you gasping with confusion rather than excitement and you flick back a page or two to see if you missed something. The novel's climactic battle saw me pacing the floor with the book trying to stay awake as I read (The honest truth!).

Pan is doing the right thing, supporting Australian Fantasy writing, giving new authors a market. With this book though I think everyone concerned has let us down. If Pan is serious about making it in this market, and if Tony Shillitoe wants to entertain his readers, then they are both going to have to try much harder.







Dice Are Dead



Play-By-Mail & Live Role Playing Column compiled by Glenn Oakes

Address Submissions To:

The Editor
Dice Are Dead
2/85 Union Road
Surrey Hills
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Companies mentioned this issue:

Dynamic Games, 4 Tarana Ave,
Kanaooka NSW 2530.
Jeff Perkins PBM, 13 Porter Ave
Merrickville NSW 2204.
La Trobe Valley LRP, 051-04-2296
Paintball Sports, 08-298-8802
Roma Games, PO Box 1957,
Toowoomba QLD 4350
The Round Table LRP, 2 McPherson
Street, Rosedale, Qld 4674.
Wraith PBM, 32 Howe Ave, North
Dandenong, VIC 3175

Live Role Playing

The Round Table LRP

This interesting group run both LRP and PBM games. Their LRP gaming is held at various sites around Rosedale, which is just outside Bundaberg (Qld). The club has eighty members and I'm told that this number is increasing every week. It costs just \$10.00 for a three hour adventure, which includes costume, weapon and even transport. A 24 hour game is \$20.00.

Membership to The Round Table is a mere \$5.00. This gets you half price games, a T-shirt and a copy of their monthly newsletter. They are planning heaps of events for summer, so if you live in Queensland, get in contact with them as soon as possible!

Latrobe Valley LRP

I was lucky enough to be invited to attend the Latrobe Valley LRP Club's first event which was held in late November. After meeting the organisers we got stuck into our first game for the weekend. It was a 'freestyle' game (non-linear). I played Zoran the Scout, an employee of The Fiery Knife Cult. It was my job to inform my bosses if any magic-user entered their lands. A small group did enter, and some were spell casters. However, more action was occurring within the cult.

One member of the cult, a Knight, hated mages as they had killed him. He was actually an animated corpse. He had to hide this fact from the rest of the cult. The leader of the cult had a little magic-using capability. If the others found out, he'd be dead very quickly. On top of everything, no one trusted anyone else. My scouting missions were ruined half the time as the cult leader had assigned Crock and White Eagle, two Barbarians, to follow me closely at all times.

That game ended in a number of melees, leaving seven dead. A series of linear games were then played, before the feast. The feast was wonderful! I recommend this group highly. Give Matthew Grady a ring on 051-04-2296 for more information.

The Shadow League

Reviewed by Anthony Hartigan

It was a cold August Sunday. I travelled down to Altona early. Checking the Melways, I came round a corner to see a long fence with a small sign on it saying LRP (a bit too small, as I nearly missed it). The gates were closed and I could not see in. Just as I was parking the car, a flurry of movement came from behind me as the gates were opened and I was beckoned in. I drove into the yard. Before me was a hive a activity. People were going this way and that. Some were carrying very large plates of painted chipboard. They were used to build a small maze. Others were huddled around a card table, busy doing something. I walked up and found that this was where you registered and found out what was happening. Because I was a first timer (virgin), I played for free. This I think, is a good idea; it works as an incentive to at least try LRP once. Of the people around me, some were in full costume and others were half way there. This was going to be good. I introduced myself to Jim, a tall red-headed, bearded fellow in a bright blue shirt. He was one of the organisers and he told me I needed a character. He handed me a sheet and quickly explained how to fill it in.

On the sheet were two sections - one to give your character their abilities including magic use, fighting and subterfuge, and the other to detail the character's specific skills such as weapon type, knowing spells and tracking. In each section you are given a particular number of points to assign, it is how you assign these points that gives your character uniqueness. As you adventure you collect more experience points to



spend on your character.

To begin with I found it a little confusing and did not have much time to see the full range of possible skills for my character. I decided to create a fighter and spent my skill points on weapons skills. It is my understanding that this was the first time the new rules were being used and so they did not have many copies to share around. If I had more time to look or had gotten a copy of the rules and skills before the day, my character could have come out a lot different. It was a case of not knowing all the options. So a suggestion to all who are considering going to a Shadow League event is to get in contact with an organiser and find out all your options. If you can get your character organised quickly then the games can begin quickly. This was the only drawback that I saw, the games were a little slow in starting because of the number of characters that had to be created. But then again, it was worth the wait and I soon forgot about the early delays.

Anyway, I had my fighter character. I now needed a costume and a sword. The Shadow League provided costumes and weapons for those that didn't have any. It is encouraged that after the first game, the participants try and create their own costumes. This is fair enough, as it gives the person a chance to individualise their characters from others. The weapons used were foam, covered with tape. They are very safe and don't hurt when you are struck. As far as I know there have never been any serious injuries sustained while using the weapons. The club makes and sells weapons for a very reasonable price. Ten dollars will get you a very short sword and thirty bucks will get you an excellent two handed sword (I recently received mine and it is fantastic. Those orcs just flee when they see my big one).

There were two games held on the day, each was approximately three hours long, with an hour break for lunch in between. In one game I played my character and in the other I played a monster, and got to trash the adventurers. I had as much fun being a monster as being an adventurer.

When adventuring it was just like any other role playing game. The party of adventurers I was in were given a quest of bounty hunting some bandits then robbing a crypt full of foul creatures. To fulfill the quest we travelled around in search of our goal. Along the way we had encounters some of which ended in mass battle and others where we learnt useful information. The battles were exciting and the adrenalin rush has to be felt to be believed. At all times, though, the characterisation and role playing were stressed as being important - if we did that really well then we would receive more experience points to help improve our character skills and abilities.

When adventuring, our party had a ghost following us around. This was the scribe who is assigned to look after the group. He made sure everything ran smoothly and took an account of what our characters were doing and how well we were role playing. He also kept a record of the injuries we received in battle. This was



"Don't I know you?"
A Very Big Monster from the SLLRP

most important as it meant the difference between cleaving that nasty orc in twain or fleeing for your life because your sword arm was battered and useless. The scribe was also a general referee and guide. I found the scribes to be very fair in assessing all judgements that were required during the adventure.

At the end of the day I was absolutely worn out. The Live Role Playing experience is not to be missed. Its fun and a great escape from the mundanity of 'normal' life. The Shadow League runs an excellent game and I'm yet to be disappointed (I have since been to two more game days at different locations around Melbourne). I can't wait to go to the upcoming 48 hour event. See you there!

Play By-Mail

It is becoming apparant that the Play-By-Mail scene in Australia is undergoing a revival which in some small measure is attributable to the coverage it has been receiving from *Australian Realms*. We appreciate the support our readers have been giving to the PBM companys; half of the *Realms* staff have also become hooked and now wait with rabid impatience for their next turn sheet to arrive in the letter box. Nick can't get any work out of us half the time!

Dynamic Games

Peter Read has been very generous to our readers for the past few issues -cheap start-ups in *Isle of Crowns* (which our Editor-in-Chief is playing, so sign up now for a chance of getting him) and free start-ups in the latest addition to his stable, *Quest*. I am going to be playing *Quest*. It is a quality game which offers a variety of features as well as cheap turn fees. For a few dollars a fortnight, you can have

many, many hours of fun. This issue is the last time Peter will be making this introductory offer to our readers, so suggest if you want to be a part of it you send in for a start-up soon. For further details on which PBM games Peter moderates just check his ad on the inside back cover.

Jeff Perkins PBM

This small PBM company has a long running game of exploration, economics, diplomacy and conquest called *Tribe Vibes*. Jeff has a very loyal player base who regularly receive a bonus newsletter - *WimpWaffle* - with news and views of the various aspects of the game. A new continent is due to open up for players early this year. Jeff also offers a complete change of pace with *Cricket Manager* where players get to try to coach a team to the A-Grade championship.

Roma Games

The big news from Roma Games is the opening of *SILVERFALL*, Peter Catling's bulletin board (BBS). On-line 24hrs, 7 days a week, all rates accepted up to V.42bis (38400 bps) on **076-393156**. Turns of all Roma's games can be submitted via the BBS at no extra charge, in fact a \$1.00 per turn discount will apply.

The other good news from Peter is that the base turn fee of *Warriors and Wizards* has decreased to only \$4.00. Combined with the BBS discount players can now play this top quality game at the bargain price of \$3.00 per turn. A special beginners game of *Warriors and Wizards* is available now for players new to PBM - register soon. Also, a European version of *Adventurer Kings* is being offered, where you choose to play one of twelve ancient empires. Nick (our Ed) has just entered *Adventurer Kings* and he will be giving an account of how he gets on in a future issue of *Realms*.

What's Coming Up

In the coming issues we intend providing more PBM reviews including *Quest*, *Tales of the North*, and *Darkness of Silverfall* plus mini-reviews of several others. If you want a job as reviewer in one of these games drop me a line (Glenn) indicating which games you are interested in and we will get you started as a review position becomes available.

For Live Role Players we will be printing an LRP Map of Australia showing the location of all the groups we know of. If your club wants to rate a mention contact me very soon. In the West, Colin Taber will be attending a Mirage LRP event with a review to follow. In Adelaide, *Realms* is sending someone to report on *Paintball Sports* live combat games. So a lot is due to appear in *Dice Are Dead*. Perhaps we'll be taking over from the table-top material soon. Aargh! Nick just stomped my hand!

So, until next time. Roll in Peace.

MECHWARRIOR BREWER

Due to the fact Mechwarrior Brewer was injured recently in a battle the Clan Wolf's 341st Assault Cluster had with Clan Jade Falcon in the occupied inner-sphere he is currently recovering in hospital aboard the jumpship "Dire Wolf". Rumour has it that he will be transferred to a new unit being formed by the Wolves. In the meantime, a guest 'warrior has submitted the following data...

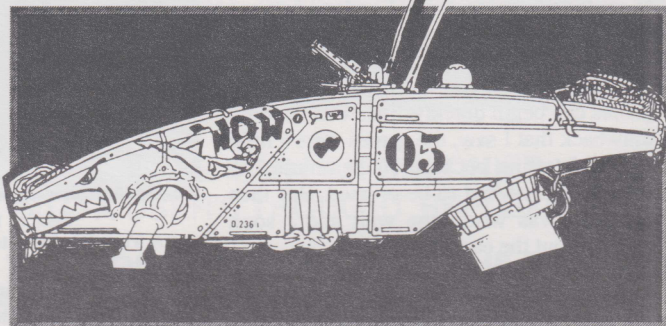
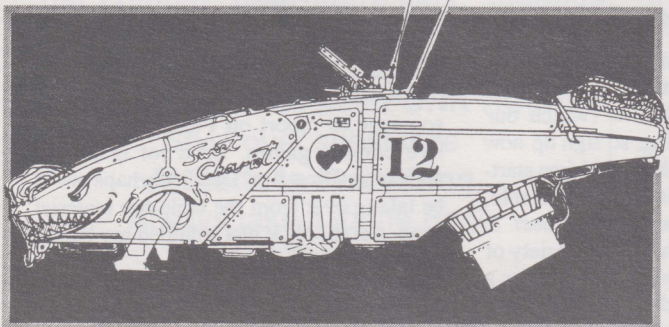
MAD-3RL 'Marauding Dragon'

by Martin Evans

In 3017 the mercenary unit 'Cathay Rifles' was in the employ of House Liao along the border with the Federated Suns. A tank-heavy regiment, the Rifles were equipped with two companies which included a number of standard MAD-3RL Marauders in support, some of which, unfortunately, were outfitted with Ceres Arms 'Smasher' PPCs instead of the more usual, reliable Magna weapon. Normally this was of little concern to the Rifles. Spare parts were in abundance within the confines of House Liao, but out on the Rifle's posting on the Periphery, such luxuries as replacement items were rapidly used up with no chance of being restocked. The Rifles had to find a solution fast. They were rapidly running out of parts, and thus, firepower. It was only a matter of time before the opposing Davion forces found out.

More as a stop gap than anything else, the Rifles' engineers took off one arm from all the Magna equipped Marauders, removed both from any with Ceres Arms weapon and redistributed the Magnas so that every mech was carrying one. Next, they tore out the firing mechanism from the 'Smasher' PPCs and meshed them with Defiance Industries Autocannons from the Tank supply depot, the result being lashed to the spare arm. It was a make shift solution inspired by need, but when the Davion forces, represented in part by the Alvion Hussars, came to grips with the Rifles they received a rude shock when 115mm shells sang across the field of battle and bit into their own 'Mechs. In one exchange the Hussars lost a heavy and a medium lance to no casualties for the Rifles.

The Rifles were greatly surprised at the success of this weapons fit. They petitioned Defiance Industries to make a refit package for the Marauder. As the Rifles were a long-standing Defiance customer this was agreed to, but a re-enforcement of the Commonwealth's stand on arms exports to Mercenary units outside their territory meant the idea never got past the design stage. Ceres Arms, however, eager to make up for the bad publicity their weapons had suffered with the Rifles took up the challenge to refit the Rifles' Marauders. Demonstrating remarkable ability to design, develop and deliver, Ceres Arms had their refit package ready for shipping just six months after the Rifles had handed them the contract.



The result of their labour was the MAD-3RL 'Marauding Dragon'. The dragon is a rarity on the modern battlefield in that it is a two-person vehicle, with a gunner seated in front of the pilot - gunship style. This arrangement is necessary because Ceres Arms did not have the expertise to completely reprogram the Hi-Rez Track-While-Scan system to accommodate the slower muzzle velocity of the Autocannon to that of the PPC. The easiest solution was to increase the data processing volume and hand the extra work to an additional crew. This meant that the entire torso had to be replaced, a problem that hinted at a sharp increase in cost. Ceres overcame this by constructing a quality hull by merely extending the shape of the original Marauder and giving it angular plating instead of the complex curves of the old. This greatly helped to reduce production costs to the point that the new hull, with twice the cockpit space and considerably more armour, costs less to build than the old one.

A new right arm was developed to carry the Autocannon and a medium laser. Two tons of ammo in a clip-on magazine were added, designed to 'grab' the underside of the gun fist. Mounted outside the arm's armour the magazine causes little internal damage if it explodes (the magazine carries its own armour in any case). The new 'Mech was first delivered to the Cathay Rifles in early February 3018 in the middle of the defence of Sowoke. The new Battlemechs slowly turned the tide and pushed back the ill-supplied Davion forces to their starting lines.

Variants

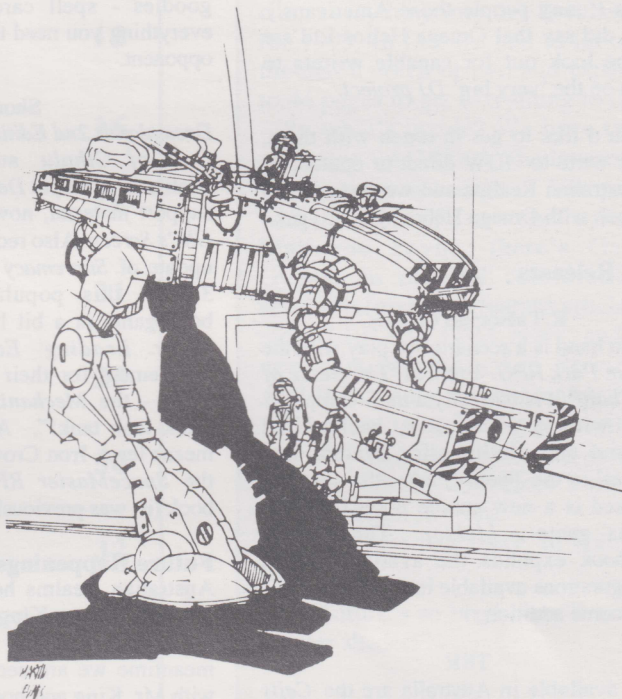
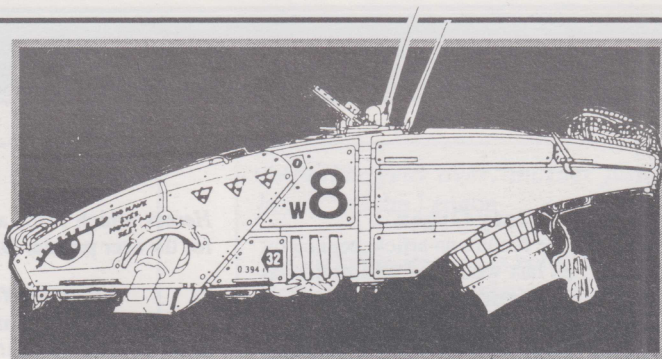
Both House Marik and Steiner have copies of the Marauding Dragon. The Marik version, however, downgrades the Autocannon to a 55mm weapon and uses the spare tonnage (with the removal of some armour) to install a PPC where the Autocannon used to sit on the original Marauder! The LCAF MAD-3RL comes from the original refit designed by Defiance. This is identical to the original 3RL minus the AC/5 and the AC/10 fitted to the left arm.

Mechwarrior Hall Of Fame

Mechwarrior Marie McAllis was a warrior with Lyran Commonwealth Richard's Panzer brigade. During a determined push by House Kurita on the planet Kobe the Panzers found themselves overstretched along their line of defence and McAllis was left alone with her 3RL defending Kasbah Pass. McAllis, against all odds, held out for almost thirty hours against almost constant attack, supplied by a particularly brave ordnance crew. In enraged desperation the Kuritan Commander called down a complete Artillery Regiment to finally silence McAllis forever. Marie was buried with full honours having been posthumously promoted to Major. The Lyran 3RL is today named in her memory.

MAD-3RL MARAUDING DRAGON

Mass:	75 tons	
Chassis:	Ceres Metal 3RL SES	
Powerplant:	Vlar 300 Fus-Dyne II	
Cruising Speed:	38.5 kph	
Maximum Speed:	(loaded) 55.5 kph	
Armour:	Ceres Chobposite slab	
Armament:	1 Defiance 115mm Killer Autocannon Type T	
	1 Magna Hellstar PPC	
	2 Magna MkII Medium Lasers	
	1 Sperry Browning 10mm minigun	
Manufacturer:	Ceres Metal Industries	
Comms System:	CeresCom Model 30-Rs II	
Target/Tracking:	Dalban HiRez/C-Apple Churchill	
Tonnage:	75 tons	
Internal Structure:	7.5 tons	
Engine:	Vlar 300 19	
Walking MPs:	4	
Running MPs:	6	
Jumping MPs:	0	
Heat Sinks:	14	4
Gyro:		3
Cockpit:		3
Armour Factor:	216	13.5
	i.s.	i.v.
Head:	3	9
Centre Torso:	23	35/12
Rt/Lt Torso:	16	20/10
Rt/Lt Arm:	12	24
Rt/Lt Leg:	16	26
Weapons & Ammunition:		
Type	Location	Critical
AC/10	Rt Arm	7 12
Ammo 20	Rt Arm	2 2
PPC	Lt Arm	3 7
Medium Las	Rt/Lt Arm	1 1
Machine Gun	Rt Torso	1 0.5
Ammo 300	Rt Torso	2 1.5



Calling All Gaming Clubs

In Issue 6 we called on all gaming clubs to contact us so that we could let our readers know where to find you and what to expect when they do. The result is our Club Directory. Send in a fact sheet about your club to:

Australian Realms, Club Directory
PO Box 220, Morley WA 6062

Adelaide

ClubTactics - All game systems, tournaments, club discount & newsletter. Call Dale for details (08) 212 5977.

Melbourne

The Victorian Diplomacy Club - Board games, Diplomacy, meet first Sat each month, Easter Championship, Queen's Dagger fanzine. Call Michael (03) 899 3438.

Shadow League LRP - Live Role Playing, regular events, "SummerFestival" Australia Day long weekend, Shadow Runes newsletter. Call Adrian Whitehead (03) 889 5242.

Sydney

YSEDA LRP - Live Role Playing, regular games, special props and fx. Call Michael (02) 484 4314.

Western Australia

GAGS - The RPG club for Great South Western Gamers. Contact Simon Dzialosz, 57 Oxford St, Albany 6330.

Gamers Guild - AD&D, Lace & Steel. Meet Saturdays 36 Milligan St Perth. Call Owen on (09) 4501700.

SAGA - every Sat from 2PM Bullcreek Primary School. Battletech, WFRP, AD&D, grid iron, Runequest. Call Justin (09) 332 3248.

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Tournament rules available

Gary Gygax

Next issue we feature an article penned by Gary. When last we talked to him he was outputting enormous amounts of *Dangerous Journeys* material, writing for *Journeys* magazine and still finding time to watch his favourite grid iron team bash heads (funny people those Americans!). Gary did say that Omega Helios Ltd are on the look out for capable writers to assist on the 'very big' *DJ project*.

If you'd like to get in touch with them, either write to GDW direct or contact us at Australian Realms and we can put you in touch with Omega Helios' Gail Gygax.

New Releases

R. Talsorian Games

Just to hand is a scenario for play with the *Dream Park RPG*. Entitled '*The Curse of the Khalif*' it is basically a mini-campaign pack with 4 adventures, background material and plotlines for 5 additional 'games' in the Theme Park. Also recently released is a new source book for their mecha game - *Mekton*. The *Mekton Techbook* expands the available mech configurations available in the base rules - a welcome addition.

TSR

Now available in Australia are the *Celts Campaign Sourcebook* required reading for AD&Ders wishing to build an authentic barbarian campaign, and *The Complete Spacefarers Handbook* essential for Spelljammer captains everywhere. For the novel readers, check out the book stands for *The Companions* volume six in *The Meetings Sextet* series. For *Dragonlance* fans, there is another accessory in the offing - *DLR3 Unsung*

Heroes which reads as a 'rogues gallery' for the ever popular *DL* campaign.

Games Workshop

New for the Warhammer Fantasy Battle new edition is *Battle Magic*, another boxed set boxed stuffed full of useful goodies - spell cards, new rules and everything you need to fritz your tabletop opponent.

Shorts

Dreamlands 2nd Edition from Chaosium a *Call of Cthulu* supplement. GDW continues to output *Dangerous Journeys* support material, now out is the *Mythus GM's Screen*. Also recently available is an update of *Supremacy* now up to version 3.0 - this popular strategic level boardgame is a bit like *Risk* but heaps better. *Leading Edge* has put out a supplement for their Phoenix command game - the *Mechanised Combat System* 'tank tank tank!'. And last, but by no means least, Iron Crown have re-released the *SpaceMaster RPG* as a soft cover book (it was previously boxed).

Future Happenings

Australian Realms hears that there is a chance **Stephen King** will do an author's tour of Australia next year. In the meantime we are securing an interview with Mr. King and hope to bring it to you soon.

Another best selling author due to grace our shores is **Terry Pratchett**. Terry is Guest of Honour at this year's SwanCon... if you have any questions you'd like us to ask him on your behalf, write to us at Australian Realms and we will include your suggestions when we interview the funny man of fantasy fiction.

Other interviews we have lined up are a chat with **Dave Arneson**, co-creator of *Dungeons and Dragons*, and **Andre Norton** one of the classic fantasy writers. Again, if you'd like to put in your two cents worth before we talk to them, please drop us a line.

A new gaming convention is scheduled to start up over the June long weekend in Adelaide. Contact one of the joint sponsors, **Dragon's Lair or Tactics, Adelaide** for more information.

While talking South Australia, we had news that their parliament recently passed new gun laws passed allowing *paintballing* to go ahead there. As a special introductory offer to readers of *Australian Realms* anybody who mentions the name of the magazine when making their booking will receive a discount. Contact **Paintball Sports** on (08) 298 8802.

CanCon

To Wes, and all the folk at this year's con, good luck, have fun and may everything go as well as they are for us here at *Realms*! For more info call (06) 254 9926.

Next Issue

AD&D
Extra Battletech
Gary Gygax
More Vampire RPG
Unae Material
A-Team Comic
Blood Bowl (we promise!)
...and more!

Final Words

Can somebody hand me my mirror glass shades?

...See ya 'round like a d100!

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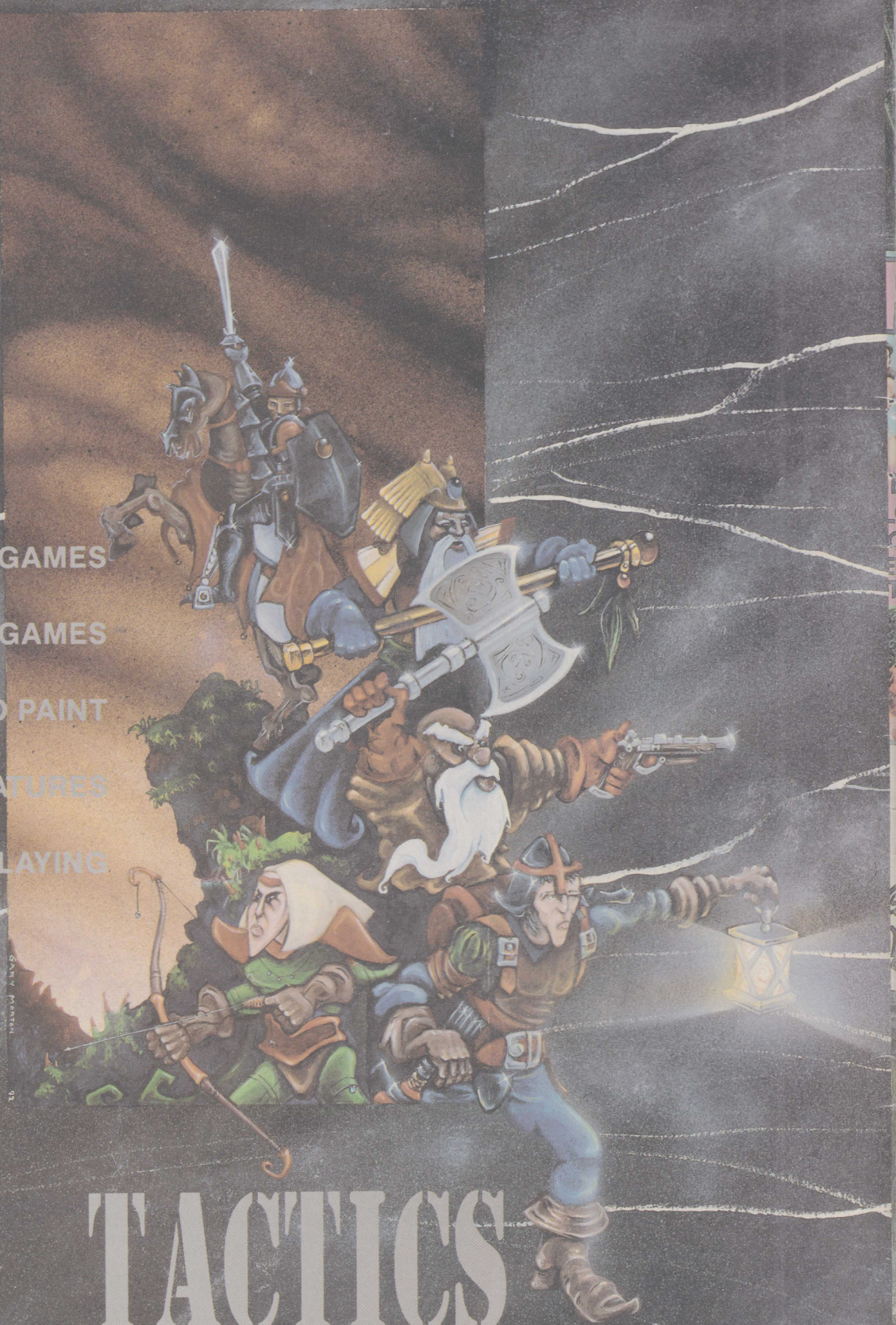
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